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HOLLOW WORLD



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HOLLOW WORLD



Dungeon Master's Sourcebook

by
Aaron Allston

HOLLOW WORLD

An Official DUNGEONS & DRAGONS® Game Supplement

The Hollow World

by Aaron Allston

Special Thanks To: Bruce Heard, Allen Varney

Book One: The Dungeon Master's Sourcebook

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Credits:

Design: Aaron Allston
Editing: Karen S. Boomgarden
Invaluable Assistance: Bruce A. Heard
Special Thanks to: Jon K. Pickens
Cover Art: Fred Fields
Interior Art: Thomas Baxa, Mark Nelson
Cartography: Supervised by Dave Sutherland
Executed by Dave Sutherland, Diesel, Dennis Kauth, and Frey Graphics
Design/Production: Roy E. Parker, Stephanie Tabat, Dee Barnett, Paul Hanchette
Typography: Angelika Lokotz

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TSR Inc.
POB 756
Lake Geneva,
WI 53147 USA

TSR Ltd.
120 Church End, Cherry Hinton
Cambridge CB1 3LB
United Kingdom

TSR, Inc.
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Important Note: *If you're a player in a campaign, rather than its Dungeon Master, you shouldn't read this introduction—or any part of this book—unless the DM specifically asks you to.*

With The Hollow World boxed set, you're about to adventure in a D&D® game setting which is different from any you've ever seen in print.

If you've been using the previous *Gazetteers*, you're pretty familiar with the D&D game's Known World setting. You may have started out in forested Karameikos, wandered the burning sands of Ylaruam, flitted among the trees with the elves of Alfheim, explored subterranean grottos with the dwarves of Rockhome, and even, perhaps, adventured among the grunting hordes of the orcs of Thar.

If you haven't adventured on the Known World, you've still been adventuring on your own world, another adventuresome planet full of monsters and high magic.

Either way, the Hollow World is probably going to be a change for you.

The planet, you see, is not the solid, spinning spheroid you always thought it was. In fact, it's a bubble—a thick-skinned, rocky bubble, one with a world's worth of nations and adventure on its outer crust . . . and *another* world's worth on its *inner* crust.

Yes, inside the planet is another entire world. Magical gravity keeps its citizens on the inner crust, and a small but bright sun, a fiery red sun, hangs in the open center of the world. Inside the Hollow World are land and sea, cities and nations, men and monsters, just like the outer world but things are quite different. Here, you'll find still-flourishing examples of civilizations which vanished long ago on the outer world. Here, you'll see animals long thought extinct on the outer world. Here, the sun shines all the time, never letting night or darkness hold sway; magic sometimes works differently, unpredictably; whole nations may be completely unaware of the civilizations to be found just on the other side of the mountain range.

In short, it's an all-new setting for adventure and exploration. So tell your characters to dust off their adventuring gear, kiss their families goodbye, and saddle up: It's time for them to find the Hollow World.

Why the Hollow World

Now, some of you may be wondering: When we haven't done a *Gazetteer* for each and every area of the outer world, why are we starting in on the Hollow World setting?

The main reason is *the rules and feel are different in the Hollow World.*

Players who enjoy exploration and discovery will find the Hollow World to their liking, because each valley can be different in its civilization, animal population, history, monsters, and treasures from the valley before.

On the outer world, the level of civilization and society from one nation and the next tends to be pretty constant. The nations of the outer-world setting mostly resemble those of Europe and Asia in the Middle Ages. There's nothing wrong with that, but you don't *have* to be limited to it.

In the Hollow World, the races and civilizations run the gamut from ancient Stone Age cultures to very contemporary pirates; they're examples of civilizations throughout the history of the Known World, each very different from one another and from the outer world societies.

On the outer world, it's not always an easy thing to insert a large, new nation or civilization into an already-established area of your map. It's possible, but it often takes a lot of conniving. In the Hollow World, though, it's a cinch to drop lots of new cultures, races, and animal species anywhere on the map . . . a boon to the DM who likes to develop his setting.

For all these reasons, and just because we think it will be a lot of *fun*, we're doing the Hollow World. We're not abandoning the outer world setting, by any means . . . but there will be many future products developing and elaborating the Hollow World, too.

So have fun! That's what the Hollow World is all about.

A Note from the Editor: In this product there is one change in terminology. TSR no longer uses the term "wicca." Humanoid magic-users are now called "wokani." No change has been made aside from the name; they still do all the things they did before. This change is the result of careful thought, and debuts in The Hollow World boxed set. It will carry over into all future D&D game products. What do you think? Please, let us know!

The bronze-clad warrior Radion, exhausted, thought longingly about slumping to the walkway at the top of the wooden wall. But the enemy was gathering itself for another assault, and Radion would be dead soon; it wouldn't do at all for him to meet his death on his back. So he locked his knees and kept his feet . . . as all the other worn-out warriors to his right and his left were doing.

Out there in the forest, a few hundred yards from the village walls, the enemy was regrouping. They were gnolls, hideous dog-faced humanoids, hungry for land and human blood. Radion had never even heard of these beasts before unknown forces moved them to rampage their way into Traldar lands; all he knew was that all over Traldar territories, valiant men and women organized by the brilliant King Halav were fortifying their settlements, beating back the gnollish hordes . . . or succumbing to them.

He suspected—no, he *knew*—that his own village must inevitably yield. Perhaps it would be during this next attack; perhaps it would be the next. He supposed it didn't matter. He hoped that some bard would survive to sing the tale of his village's valiant defense.

Radion glanced back down into the village. At the foot of the wall, other defenders were gathered: The sick, the infirm, the untrained, the too-young and too-old, carrying pitchforks, sharpened sticks, knives and other weapons of opportunity. Like the warriors, they waited for the next assault. Like the warriors, they knew it probably meant death for them. The cracked crossbrace on the wall gates and the mound of trash piled up behind the gate wouldn't hold the gnolls back forever.

Abruptly, Radion heard the signal of attack: An animalistic bellow from a thousand throats rolled out of the forest. Behind it charged the massed force of gnolls. Gnollish spears and arrows began raining onto the top of the wall; bronze-clad Traldar archers began to return fire while the spearmen held their ranks and bided their time.

The gnolls flooded out of the forest, surging to the base of the walls, planting their scaling ladders. Radion saw the man to his right go down with a gnoll's javelin in his throat; the woman to his left was speared through the thigh while pushing a scaling ladder away from the wall. Radion cast his javelin, killing one climbing gnoll, and heaved that ladder back away from the wall, then drew his sword and waited for the inevitable.

But the inevitable never came. The gnolls never quite reached the top of the wall, never quite breached the gates. Instead, blackness, like the sudden onset of nightfall, descended upon the village and its defenders. Radion could hear the yowl of surprise from the gnolls—but that yowl suddenly muted and became distant as Radion lost sight of his attackers.

A hush fell on the village. All eyes strained against the darkness, but it was not true nightfall: There were no stars to be seen, nor did the moon smile down upon them. The ordinary sounds of night—the howl of the wolf, the cough of the great cat—were completely absent.

And then it was light again . . . a different sort of light. Harsh red sunlight fell upon the confused defenders. Above them hung a sun . . . but it was not the same as before. Where it had been late afternoon, it was now precisely noon. Where the sun had shone a bright yellow, now it glowed a sharp, harsh red. Where it had been a well-defined globe, it now pulsed with flares and shooting energies.

And their surroundings—the villagers stared around them in amazement. The village was no longer surrounded by the endless forests of the Traldar. Forest there was, but not so far away in all directions were virgin mountain slopes. And beyond those mountains, where there should have been open sky . . . well, the villagers could dimly see, through the haze, ever-more distant lands, forests, mountains, seas, rising ever up and away, as though the village were at the bottom of a giant bowl that curved away until its details were lost in atmospheric haze.

The gnolls were gone. Warriors still had the gnolls' blood on their weapons. The dead and dying still bore the wounds of the gnollish invaders. But the gnolls themselves were nowhere to be seen, and no gnollish footprint fouled the undisturbed ground at the base of the wall.

"A miracle," Radion breathed. "The Immortals have changed the very world around us that the Traldar might survive . . ."

Origins

The Hollow World is one of the oldest enigmas of the Known World. Its creation is a mystery that may never be solved; it is thought to have taken place before the birth of any being still in existence. (If any Immortal being was around at the place and time of the forming of the Known World, he's not admitting it.)

Creation of the World

No living being knows how the Known World was created. Every nation and every race has its own belief; almost every culture believes that the Immortal most beloved of that race created the

world, but naturally each race prefers a different Immortal and credits him or her with the making of the world. The Immortals themselves, though, know they did not shape the world.

When the world was formed, it was not created in the shape most people believe it takes. Most humans believe it to be a vast, mostly-flat plane, over which the sun and moon cross daily; but they are wrong. Scholars and astronomers lean to the theory that the world is a solid sphere hanging suspended in space; and though they hit closer to the truth, they also are partially wrong.

The world was formed as a *hollow* sphere, a balloon with a rocky skin about a thousand miles thick. The whole thing didn't have mass sufficient to generate a gravity which would hold an atmosphere in place, so a thin layer of magical material was inserted at the center of the planet's skin; this layer might be called the *gravity belt* by scholars if they knew of its existence. The Immortals do know of it; they call it the *World-Shield*.

Life and the Immortals

Once the world was shaped, life was created upon its (outer) surface over thousands or even millions of millennia. Some species and races evolved naturally; others were created by ancient, elemental Immortals and by unknown forces.

As some of these races learned to manipulate magic, they too began creating entirely new species. And as they probed ever deeper into the workings of magic, some of them learned of the path they could take to Immortality. A few of the ones who learned of the path actually set out on it. A *very* few of the ones who set out on the path actually achieved Immortality.

Ka the Preserver

One of the oldest of Immortals born as a mortal being is Ka the Preserver, also known as the Amber Serpent and as Kalaktatla.

Ka did not begin life as a human or near-human. In a time so ancient that most modern scholars known nothing of it, the Known World was occupied by great beasts of all sizes and varieties—especially huge reptiles. Ka was one such, a carnivorous reptile 45' from head to tail. But he was no ordinary carnosaur: He was a freak of nature, born with the ability to think and to manipulate magic.

Ka grew to adulthood in a savage environment, his greater intelligence and magical abilities making him long-lived and unbeatable. Over the centuries, he became more than a hungry reptile; he achieved self-awareness and developed a curiosity about himself—why he was different from his savage fellows.

He learned to use his magic to reshape himself, to put himself in the footprints of the other beasts of his environment. He began to systematize and codify his study of the forces of magic. He never made the great intellectual leap that allowed him to conceive of thoughts as symbols, and so never created a system of writing, but he did invent techniques of managing memory that subsequently helped other Immortals cope with their own immortality.

Nearly a thousand years after his birth, Ka stumbled on the path to Immortality, taking the path of the Polymath, and became an immortal of the Sphere of Matter. As one of the earliest of the world's Immortals, he began exploring the Known World, trying to learn as much of it as possible.

Because of the Path he'd taken (the Polymath must spend years in different forms and with different abilities), Ka developed a keen love and appreciation of all forms of life. He celebrated the discovery or creation of each new species. And when he saw a species on the brink of extinction, he took steps to preserve it, placing it in some inaccessible valley or cavern to give it a chance to thrive. It was this habit that gained him his epithet as the "Preserver."

Discovery of the Hollow World

It was Ka who discovered the fact that the world was hollow. A great meteor, a rock the size of a large island, slammed into the Known World, causing massive environmental changes, and threatening thousands of species with extinction.

After the thousands of years it took to preserve as many species as possible, Ka, exploring the crater of the great meteor, discovered that the impact had created innumerable fissures in the surface of the world. Ka found a series of cracks and gaps that led into the center of the world.

A few hundred miles deep, he found the *World-Shield*, a belt of magical matter several miles thick. The presence of the *World-Shield* explained why he'd never detected the hollowness in the earth before: The shield didn't just provide the pull of gravity for the Known World, it also acted as an anti-magic barrier of incredible power. All the scrying magic in the world could not detect it, much less penetrate it; investigative magic directed at the interior of the world could detect nothing, not even the presence of the *World-Shield*. Why was it there? What had created it? Ka did not know . . . though he badly wanted to find out.

In those days, the hollow at the center of the earth was a dark, empty, lifeless cavern thousands of miles in diameter. Ka's great discovery appeared to be a useless hole in the ground (though it was the greatest hole in the ground there could ever be) . . . but the reptilian Immortal gave his discovery years of thought, and eventually came up with a use for the Hollow World.

Reshaping the Hollow World

The outer world was an ever-changing, chaotic place. One had to wait only for hours for the light to change; one had to wait only minutes or days for the weather to become different. Whole species and races ascended and declined in mere millennia. Great rocks fell from the sky and cracked the world. It was not a peaceful place, and it was certainly dangerous to all life.

So Ka decided to make his Hollow World into a refuge—a place where he could preserve all the races, species and cultures he felt were in danger of extermination. He'd remake the Hollow World so that it could accommodate different species from different ages, preserving them unchanged, keeping them somewhat isolated and "pure."

However, he couldn't do all this reshaping himself. To sustain all sorts of life, the Hollow World needed its own sun, its own source of light and life . . . but an Immortal of the Sphere of Matter is not the best choice to create a sun. He needed the cooperation of an Immortal of the Sphere of Energy for that. And doubtless Immortals of the other Spheres would become hostile to his project if they were excluded; they might conspire to destroy it or wrest it from his hands. So the reshaping of the Hollow World had to be a cooperative effort, with all interested Immortals helping.

It proved to be comparatively easy to persuade other Immortals to help with his project. For his allies in reshaping the Hollow World, Ka chose *Ixion*, the Energy-Sphere Immortal most closely tied to the magics of sunlight; *Ordana*, the Time-Sphere Immortal with the greatest ties to forest life and plant life; and *Korotiku*, perhaps the most brilliant of the Thought-Sphere Immortals.

Most Immortals, other than the Entropic ones, also liked the idea of having a refuge where they could place and preserve the races and cultures they loved, so they did not oppose Ka's plan.

Changes to the Hollow World

Over subsequent millennia, these four Immortals sculpted and altered the Hollow World, with Ka as its chief architect.

Ixion, the Sun-Prince, opened up a small, permanent Gate to the Sphere of Energy at the exact center of the Hollow World; energies emitted by this gate became the central Sun of the Hollow World.

Ka altered the land, structuring it so that it would more easily act as a zoo or natural preserve. Along the line of the equator, he raised an incredible series of mountains which effectively divided the northern hemisphere from the southern; only the hardiest of flying animals, the bravest of mountain-climbing adventurers, and magical beings could cross that barrier.





The great mountain range did not act as just a barrier; Ka filled it with vast, incredible series of caves and caverns, ones which could house subterranean races and species.

Northward and southward from the equatorial mountains, he created a broad belt of deep, hidden mountains and mountain valleys. He deliberately made it difficult to cross from one valley to the next. That way, each valley could house an entire race or environment and be in little danger of invasion from the valley "next door."

Continuing on toward the poles, he made terrain ranging from deep jungle and forest to wide-open plains and prairies. These would be the lands appropriate to species and races which needed open spaces and which were in less danger of extinction.

The land turned much colder toward the poles. Ka opened great shafts a few miles across from the outer world to the Hollow World. The natural dangers of the arctic reaches made it certain that accidental crossings from the outer world to the Hollow would be rare and unlikely.

Ordana took unto herself several jobs. She created the oceans, lakes and rivers of the Hollow World, and set up the pattern of rains and floods there.

Because the internal sun was constant and unchanging, and the inhabitants of the Hollow World would have no way to measure the passage of time, she set up a series of yearly "calendar events" which would alert the inhabitants of the Hollow World to the passing of time. The greatest of these were the Floating Continents. Around Ixion's sun, she placed a series of large land masses in permanent orbit. Each of them was at a different altitude, traversed a different plane, and took a different amount of time to orbit the central sun; each full cycle of orbits, when the Floating Continents would return to their "original position," took exactly one year.

Elsewhere in the Hollow World, Ordana contrived things so that rainfall would have an annual pattern, being heavier in some parts of the year and lighter in others. For her own entertainment, she experimented with other calendar events. In one area, she made an annual flood. In another, she created a series of geysers that spouted on a daily schedule. Elsewhere, volcanos blasted away on a lunar cycle.

Korotiku of the Sphere of Thought did not do much actual shaping of the Hollow World. Mostly, he thought about it and suggested approaches and changes to the way it was being shaped. Among his contributions was suggesting to Ka that the saurian Immortal set up at least one hidden valley as a repository of knowledge, a great library of learning. That library has changed its form and content over the millennia, and is now called the Lighthouse.

Naturally, the destructive Immortals of the Sphere of Entropy were not invited to participate in the shaping of the Hollow World. Consequently, they despise the Hollow World as much as they hate the rest of reality.

Populating the Hollow World

Once the Hollow World was created, the Immortals began the long, slow, deliberate process of populating it.

If an Immortal knew of a species that would soon perish on the outer world, and it was a species he particularly liked and admired, he might alter it so that it would be competitive where it was . . . or, if he truly felt its time had come, he would take some examples of the animal to a hidden valley in the Hollow World and let the species die out on the outer world.

This doesn't mean that the Immortal protected or mollycoddled individual examples of the species. He didn't put the species in a valley where it would not be preyed upon by more fierce beasts, for instance; he simply put it in an environment where it would probably not be *wiped out* by such predators.

Eventually, sentient human and humanoid races were created in the outside world. As more and more of their heroes achieved Immortality, their own Immortals began to outnumber the earlier Immortals who had shaped the Hollow World. Their interests were largely in the preservation of the cultures that had birthed them.

For example, Kagyar, an Immortal who had sprung from a swiftly-vanishing Neanderthal race, gathered up tribes of Neanderthals and put them in their own secluded valley; there they might continue, in much less danger of extinction, preserving the language and the culture their Immortal patron remembered so fondly. In this fashion, several sentient races known as Brute-Men were placed in the Hollow World.

As the millennia passed, more and more races and cultures were preserved in this way, each put in its own place in the Hollow World. Most were dropped into the isolated valleys, though they didn't necessarily *stay* in their new homes; some were planted in the open forests or plains, for it was believed that their cultures would not be corrupted through contact with other races.

Threats to the Hollow World

Gradually, many of these races came into contact with one another. Some interacted peacefully, just trading and exchanging knowledge. Others warred on one another, sometimes conquering one another (though the Immortals made sure that no culture was actually wiped out during these conflicts).

But as contact and knowledge spread, it eventually became clear to the Immortals that this contact must inevitably change these cultures; they

would gradually be altered until they no longer resembled their original forms. Something had to be done.

At the same time, an Immortal of the Sphere of Entropy created a race of horrible monsters and let them loose in the Hollow World. These creatures, the burrowers, had great mental abilities and rivalled the average Immortal in power and cunning. They were Chaotic creations and took many forms, usually featuring writhing tentacles and squidlike anatomies. They had the power to burrow through the earth and hide far from the eyes of mortals or Immortals. Their task: To corrupt and drive mad all the sentient races in the Hollow World.

They excelled at their task. They burrowed beneath the homelands of the Brute-Men, inciting whole tribes to war against one another, to explore entropic magics, to perform arcane and disgusting rituals in defiance of the Immortals.

Soon, they had twisted many tribes nearly out of recognition and started many powerful Brute-Men mortals on the path to Immortality in the Sphere of Entropy. As Ka's plans and work for the Hollow World began to unravel, he desperately tried to hatch a plan which would stop the corruption.

The Spell of Preservation

Ka and his Immortal allies had to choose one of two plans.

The first was to isolate all the Hollow World's species and cultures *completely*—to cut them off from one another so thoroughly that they would never again have contact, so thoroughly that the Entropic burrowers could never make contact with those races. This would require creation of impenetrable anti-magical "bubbles" to keep all the races and cultures apart.

The second was a two-stage plan: To meddle with the magic of the Hollow World so that the evil burrowers would be paralyzed or destroyed, nevermore to plague the Hollow World, and so that humans and humanoids were more likely to reject the customs and traditions of other peoples, rather than adopt them. This two-stage attack would keep the burrowers' corruption from spreading and would keep the human cultures from being blurred or significantly altered by *normal* contact with other races.

The Immortals chose the second course. Ordana, the Immortal of the Sphere of Time, was not so happy with the choice; it ran contrary to the tendencies of the Sphere of Time, which promotes change and development. But, outvoted, she had the choice of coming into conflict with the other three patron Immortals of the Hollow World or acquiescing, and so she reluctantly agreed.

So, about six thousand years ago, the Immortals purged the corrupt elements of the Brute-Men cultures, leaving behind only unaffected members of that race.

They created what they called their *Spell of Preservation*. This was a massive outpouring of magical energy which was continuously fueled by the energies of the central sun (which itself is just a pinhole-sized *gate* to the plane of Energy), and it did several important things to the Hollow World:

It Paralyzed the Burrowers

The first and most direct effect of the spell was that it attacked the powerful burrowing creatures and placed them in a state of paralysis, nearly of suspended animation. They were dimly aware, barely conscious, but basically unable to do anything about their state, and efforts by Immortals of the Sphere of Entropy would be unable to free them.

The Immortals believed that the Burrowers' mental powers were completely shut down. Such was not the case; those powers were severely curtailed, limited in range and power, but were not completely eliminated. At a very short range, they were still able to affect mortal minds. So when human communities were built atop their burial places, the burrowers were eventually able, once more, to persuade mortal magic-users to do forbidden researches—but this time they would research ways to free the burrowers and let them resume their evil. So far, the burrowers have not escaped from their imprisonment, but it is only a matter of time until they do.

It Preserved Individual Cultures

Every thinking creature born in the Hollow World now possessed an innate preference for his or her race's own culture. This doesn't mean that he hated or rejected other cultures—just that he preferred his own, and would only teach his own to his descendants.

An adventurer of the Hollow World might wander through several different nations and civilizations, but he'd always wear the clothing and observe the customs of his nation of origin. A skin-clad savage visiting the very civilized Nithian Empire would always prefer to retain his own clothing and weapons.

A whole tribe might be captured and enslaved, but they'd never take on the traits of their captors; they'd teach their own customs and language to their children, even if they had to learn another language to serve their masters.

The *Spell of Preservation* was not an inflexible spell controlling minds. Though individuals were always *affected* by it, they were not slaves to it.

For example, an adventurer might find a hidden valley whose people were in great danger; he might become their warlord, marry their queen, and eliminate that great danger. But he would

never adopt their customs wholesale; he'd merely learn what they considered mannerly behavior and behave that way when necessary. He wouldn't try to force his people's customs on his queen and she wouldn't try to force hers upon him.

They would make some arrangement concerning their children: Most commonly, all the sons would be brought up with their father's culture, and all the daughters with their mother's. The warlord might be well-loved by the tribe he'd joined, but he'd always be distinctly different from them, like a fly preserved in amber, never blending in with the local population.

And, of course, headstrong individuals of any culture could deny the effects of the *Spell of Preservation*; they would become outcasts from their native cultures, but could individually adopt habits, dress, and other traits not originally part of their culture.

Though it would seem that the *Spell of Preservation* would make races with different cultures into inflexible enemies, and would promote unending wars of culture and religion, quite the opposite was true. Cultures soon learned the futility of trying to convert another culture through proselytization; they learned that capturing and enslaving another race would never eradicate its culture, religion, or language; and they learned that no matter how many times they might try to destroy another culture utterly, members of that culture would always escape and build themselves back up to power. Wars designed to destroy other cultures were ultimately futile. (Naturally, other types of wars were not; wars to take land, to avenge a real or imagined insult, to acquire slaves, and so forth occurred with more or less the same frequency as in the outer world.)

It Made Magical Learning More Difficult

Because the *Spell of Preservation* made use of the anti-magic properties of the *World-Shield*, it made magic-use more difficult. Magic-users and elves had to have a higher Intelligence in the Hollow World than on the outer world if they were to learn magic; clerics had to have a higher degree of Wisdom. (In both cases, a score of 16 is required.) Consequently, races the Hollow World began to feature fewer spell-casters than their counterparts on the outer world.

It Affected Certain Mortal Spells

Also as a by-product of the spell's relationship with the *World-Shield*, the *Spell of Preservation* affected the way that mortals could cast magic in the Hollow World. Spells which allowed quick, long-distance travel, which summoned creatures from other planes, and certain other spells would no longer work for mortals (though Immortals could cast *their* magic normally).

Ka and the others didn't anticipate that result, but after thinking about it decided that they didn't mind. Magic which offered adventurers the opportunity to travel quickly and efficiently all over the Hollow World had nothing to do with their plans for the preservation of cultures and species, so the Immortals were not dismayed to see those magics limited.

See the Character Creation chapter of the *Players' Guide* for details on which specific spells are affected by the *Spell of Preservation*.

Limits to the Spell of Preservation

Especially because of the influence of the Immortal Ordana, the *Spell of Preservation* is not an unlimited, unbreakable shackle on the world. Here are some of the things that do *not* happen.

Cultures do not become 100% static. Pre-existing elements of the culture (those that were in place at the time it was moved to the Hollow World) can wax and wane in importance to the culture. For example, before the Azcans moved to the Hollow World, some of their individual cities performed ritual sacrifice; it was the exception, rather than the rule, but it was done. Once the Azcans were placed in the Hollow World, ritual sacrifice became a lot more common (because of the machinations of the Immortal Atzanteotl). This was a change to the culture, but it was not an introduction of a new cultural element.

So cultures in the Hollow World *can* change their priorities, elevate less-common elements to widespread practices, etc. Eventually, inevitably, these cultural elements will wax and wane with the passage of time.

New cultures can still develop from those already present. For example, many primitive Neathar tribes were planted in the Hollow World. Some adapted to their new environment by exploiting native animals and conditions in ways that the outer-world Neathar never did. These were obviously changes to their Neathar traditions, but since other Neathar tribes adhered to their ancient traditions, the *Spell of Preservation* did not curtail changes in a few tribes. So long as the original, traditional culture still exists, new cultures can develop from it.

Mortals and Immortals can still create new races. Magic-users and Immortals in the Hollow World have, from time to time, created all-new races and species. Some of them have gone on to found whole new cultures. Nothing in the "rules" of the *Spell of Preservation* prevents this process; nothing about this process endangers existing cultures.

Characters can still learn magic, provided they have already begun to do so. Though a Hollow World magic-user has to have a high Intelligence to learn magic in the first place, and a cleric a high Wisdom, an outer-world spell-caster who enters the Hollow World but who does not have those high scores can still continue to earn experience levels in the Hollow World.

The Hollow World and History

Not long (by Immortal calculations) after the casting of the *Spell of Preservation*, the history of the human and humanoid races entered a very active phase. Cultures rose quickly and fell violently. Great wars were fought. Heroes lived who later were to become legends. Incredible calamities shaped the course of history in the outer world.

And, as all these events were taking place, the Immortals were reacting to them, preserving races and cultures right and left as they were threatened with destruction and extinction.

The histories of the outer world and the Hollow World are very much intertwined—after all, almost every culture and species now in the Hollow World first appeared on the outer world—so a great deal of the history below concerns itself with the outer world. However, you can always use the Hollow World setting with a different world than the D&D® game Known World, by eliminating all the outer-world history and substituting history from your own campaign world; we discuss this more fully in the *Campaigning* chapter.

In Earliest Times

Before the dawn of recorded history (about 7,000 years ago, or BC 6,000) all the sentient races were in their infancy: they were very primitive, very simple peoples.

Humans were divided into three great races:

Neathar were light-skinned humans. A very prolific race, they multiplied quickly and spread all over their area of the world. Before the dawn of history, the Neathar tribes were all hunter-gatherers; most followed great herds of beasts through open plains territories. The Neathar were the ancestors of the Blackmoor race, which nearly destroyed the world; most of the light-skinned later races are their descendants (including the Thyatians, with all their descendants, the Hinterlanders of the southern continent, and the men of the Northern Reaches).

Oltecs were copper-skinned humans. They were great explorers, seafarers, and travellers; Oltec-descended cultures are found all over the Known World. The original Oltecs preferred deep jungle and forest terrains, though their descendants have adapted to almost every clime. Descendants of the Oltecs include the Atruaghin and the Jennites.

Tanagoro were black-skinned humans. Like the Neathar, they had a great warlike tradition and followed herd-beasts to support their tribes. However, they were not as prolific as the Neathar and consequently did not spread all over the globe the way Neathar-descended peoples did. Descendants of the Tanagoro include the folk of Tangor, on the continent east of Alphatia, and the Pearl Islanders.

In addition, many later races resulted from interbreeding between the races. The Ylari, Atruaghin, Ethengar and Nithians were descended from Neathar/Oltec crosses; the Traldar were further descended from Neathar/Nithia crosses.

Dwarves lived chiefly in hilly, rough territory of the northern continent, making their livelihoods as goatherds. These dwarves were not like the modern Rockhome dwarves: They liked rugged outdoor terrain as much as they liked glittering caves, and were a merrier, more open race of demihumans.

Elves lived in a literal paradise. Their deep-forested nation, in the temperate regions of the southern continent, was a land which did not know bad weather, illness, or hunger; the elves were nurtured by the nature-loving Immortal Ordana who had created them, and wanted for nothing.

Gnomes did not yet exist as a race; their creation took place many centuries later.

Halflings lived in the rolling hills and forests of the southern continent, some distance from the elves, whom they respected greatly.

There were no monstrous humanoids in the world at this time—the orcs, goblins, trolls, ogres, gnolls and giants which were later to plague the world did not yet exist. Lizard men were largely relegated to hidden swamps, secluded valleys, and the most desolate of deserts, far away from the other sentient races.

The timeline below describes the history of the Known World from the dawn of the modern sentient races to the modern era.

Timeline of History

Following is a timeline of events on the outer world, which we know as the Known World; with it are the events taking place in the Hollow World.

The timeline is given with Years BC (Before Crowning) and AC (After Crowning), referring to the crowning of the First Emperor of Thyatis, which took place in a year that modern historians call "AC 0."

As often as possible, corresponding dates in both worlds are aligned; this makes it easy to see where the "slow spots" fall in either history. The left hand column is always Known World history. The right hand column is always Hollow World history.

Timeline of the Known World (Outer World)

BC 6,000-BC 5,001

Old Stone Age
The Dawn of the Sentient Races

BC 6,000: There is no true civilization in the Outer World. Humans are tribal hunter-gatherers, living mostly in plains and light forests. Dwarves are barbaric mountain and foothill dwellers, mostly goatherds. Elves are sheltered, protected and nurtured by the forest-spirits they worship; they do not need to work or suffer. There are no monstrous humanoids on the world to threaten the demihumans.

BC 5,000-BC 4,001

The First Civilizations

BC 5,000: The childhood of the elves is over; the forest spirits stop sheltering them, forcing them to leave paradise and to seek their own futures. The first great elf civilization rises on the southern continent.

BC 4,500: Beastmen—reincarnated souls of evil beings—appear in the Borean Valley, a frozen land north of Blackmoor. These Beastmen are wild, chaotic creatures which do not breed true; whelps may have some or none of the traits of their parents, may be of different size and appearance. This is all brought about by the magic of Hel, an Immortal of the Sphere of Entropy, who wants to introduce more confusion, dismay and death into the world.

BC 4,000-BC 3,001

The Era of Blackmoor

BC 4,000: The human Blackmoor civilization begins a meteoric rise due to its great success in developing powerful sciences and technologies. It conquers and assimilates all surrounding human tribes and quickly grows very powerful.

Another human civilization, the Oltecs, begins a more stately rise toward civilization in lands far to the south of Blackmoor. Protected by deep forests and sheltering hills, they do not have any communication with Blackmoor.

BC 3,500: The Blackmoor civilization is flourishing. It conducts trade and intermittent war with the southern elves, at the other end of the world. Four clans of elves colonize in the region near Blackmoor. Both the southern and the colonial elves embrace Blackmoor's technology. Blackmoor's priests demand the extermination of the "unnatural" beastmen in the Borean Valley, and promote holy wars to hunt down and destroy those creatures.

A rift occurs within the Oltec civilization; the more aggressive Azcan cities declare their independence and begin to wage war on the Oltecs.

The widespread Neathar race is beginning to undergo development; the language in individual areas changes rapidly into very different dialects, and the independent Neathar tribes no longer recognize a kinship or a common origin among themselves.

Timeline of the Hollow World (Inner World)

BC 6,000-BC 5,001

Old Stone Age
The Dawn of the Sentient Races

BC 6,000: The Hollow World is very sparsely populated. Many regions are inhabited by giant reptiles which are now extinct in the Outer World; the only sentient race in the Hollow World is a species of Neanderthal-like near-human.

BC 5,500: Powerful burrowing monsters created by Thanatos infiltrate the Hollow World and begin to corrupt the Brute-Men culture there.

BC 5,300: The Brute-Men tribes begin to fall upon one another in savage, irrational wars. These wars rage, off and on, for three centuries.

BC 5,000-BC 4,001

The First Civilizations

BC 5,000: The Immortals destroy the corrupt elements of the Brute-Men culture, and then cast their *Spell of Preservation* on the Hollow World; now, sentient races placed within the Hollow World will always retain their distinctive characteristics.

BC 4,000-BC 3,001

The Era of Blackmoor

BC 4,000: With the situation on the outer world relatively stable, the Immortals confine themselves to placing a few human tribes and a few animal species within the Hollow World; this is a time of comparative peace there.

BC 3,500: A large number of Neathar tribes are placed in the Hollow World so that the original Neathar culture will be preserved. They are placed to the north of the great equatorial mountain range, away from the Brute-Men. They swiftly grow in numbers and spread in all directions through the northern hemisphere.

BC 3,300: Ka now implements Korotiku's ideas for a massive center of mortal knowledge in the Hollow World. He instructs certain very wise beings of all sentient races to travel to a very secluded mountain valley; there, they are to interact, to build a great library, to accumulate and exchange knowledge. This secret library, protected by Ka all through its history, is to become the Lighthouse (see the *Atlas* chapter).

BC 3,200: The Blackmoor crusades drive the Beastmen farther north, into the land called Hyborea; they adapt to the colder climate and survive.

BC 3,000-BC 2,001

Return to the Stone Age; Early Bronze Ages
Catastrophe and Recovery

BC 3,000: Some Blackmoor devices explode, shifting the axis of the Known World in an event later called the Great Rain of Fire. Blackmoor becomes the north pole and its civilization disappears. The elven civilization becomes the south pole; the elves are able to migrate to the area called Grunland (which now begins centuries of volcanic upheaval which lead to its being renamed Vulcania). These southern-continent elves, though suffering hardship, are not in immediate danger of extinction and so none are taken to the Hollow World.

Survivors of the elven colony near Blackmoor flee to the Broken Lands; they burrow deep into the ground to survive the aftereffects of the Great Rain of Fire. These are the ancestors of the Shadow Elves.

One of the most dangerous Blackmoor devices is left untouched in the Broken Lands (see module *X1*).

BC 3,000-2,500: Formerly arctic areas of the Known World, including most of the lands covered in the *Gazetteer* series, slowly become habitable as the ice recedes from former polar regions.

BC 2,900: The Immortal named Garal Glitterlode creates the gnomish race, planting colonies of them in the land which would later become Rockhome and the mountains of the northern continent.

BC 2,800: A separatist branch of the southern elves, led by Ilsundal the Wise, decides to abandon Blackmoor technology and return to the nature-oriented magic of their ancestors. They begin a long migration northward in the hope of finding the lost colony of elves which had settled near Blackmoor.

The Outer World Oltecs have become extinct. A hardy branch of the Azcans survive in the deep caves of the huge plateau in what would later become Atruaghin Clan lands.

BC 2,500: Gnomes and dwarves enter the Northern Reaches region and settle in its hills and mountains as the continental ice sheets recede.

In Vulcania, the elvish civilization is losing its battle with the elements; it has forgotten most of its magic and its Blackmoor technology is failing. A second separatist group of southern elves begins the long march northward.

BC 2,400: The land that was Hyborea is now warming up; the Beastmen migrate to the area that was once Blackmoor, which is now the northern pole, and thrive there. They are beginning to breed true, in recognizable species.

A great volcanic explosion occurs in Vulcania, destroying the remnants of the southern elvish civilization.

A human culture, the Antalian tribes (descendants of the Neathar) are flourishing in the area later to be called Norwold. They are a blond, warlike culture with bronze weapons and armor.

BC 3,000-BC 2,001

Return to the Stone Age; Early Bronze Age
Catastrophe and Recovery

BC 3,000: The Blackmoor explosion catches the Immortals off-guard; they cannot summon enough power to prevent its most harmful effects. The Blackmoor civilization is eradicated before they can preserve any part of it. The Oltec and Azcan races are threatened with imminent extinction by the changing climate brought about by the Rain of Fire, so large numbers of both tribes are magically whisked to the Hollow World. They are placed in the land to the north of the great equatorial mountain range; the Azcans are located in the forests next to the sea, which they name the Aztlan Ocean. The Oltecs are placed to their southeast, with a great swamp separating them and the Azcans. Both races encounter the numerous Neathar tribes; the Oltecs leave them alone, while the Azcans wage war on the Neathar, always trying to expand their borders.

BC 3,000-2,500: Ka and his ally-Immortals must spend hundreds of years and incalculable magical energy to prevent the sudden change in the planet's axis from destroying whole regions of the Hollow World. The Immortals create new, gigantic, fog-clad openings to the outside world at the location of the new poles, and seal up the former (smaller) polar openings. They also work madly to preserve numerous Known World human tribes from extinction; these include some of the Tanagoro tribes. The Tanagoro are placed in the plains south of the great equatorial mountain range, south and west of the Brute-Men; the Tanagoro think of those races as monsters and keep well away from their hills and mountains.

BC 2,410: It is obvious to the Immortals that the southern elves are doomed, but this leaves them with a quandary. They want to preserve that elvish culture, but not the technologies which nearly destroyed the world. They settle on a compromise: They will magically alter the devices upon which the elves have grown so dependent, so that these devices will operate in only one certain valley in the Hollow World. That way, the dangerous sciences of Blackmoor cannot infect any other part of the Hollow World. Many of the elves of the southern continent are transplanted to the Hollow World. They are placed in a warm, volcanically-heated series of valleys near the southern polar opening,far away from any of the other Hollow World cultures.

BC 2,400: The Immortals are intrigued by the Beastmen. Since they are now beginning to breed in recognizable strains, the original "chaotic" race is threatened with extinction. The Immortals take a few Beastmen tribes, magically restore them to their original chaotic state, and lead them to the Hollow World. They don't magically transport the Beastmen into the Hollow World; they inspire one leader/colonizer to lead followers northward, and those Beastmen eventually wander their way into the Hollow World. They settle in the icy lands near the northern polar opening.

BC 2,200: Some elves break off from Ilsundal's migration and eventually find their way to the frozen valleys of Glantri, where they settle. A few survivors from the second migration from Vulcania also reach Glantri and settle among their cousins.

BC 2,100: Meditor and Verdier elf clans leave Ilsundal's northward migrations and settle in southern Traldar lands (Karameikos).

The main force of Ilsundal's migration reaches the Sylvan Realm, far to the west of lands such as Karameikos and Thyatis (see module *CM7*).

BC 2,000-BC 1,001

The Rise of Nithia; the Glantrian Catastrophe
Middle Bronze to Middle Iron Ages

BC 2,000-1,750: An agricultural settlement flourishes along the River Nithia. It swiftly becomes the seat of a fast-growing culture.

Tribal humans, swarthy descendants of Oltec and Neather tribes, also settle in the coastal and island lowlands of the Northern Reaches, in the Ethengar Steppes.

The Beastmen have now evolved into the modern species of orcs, goblins, ogres, giants, and trolls.

Antalian colonists migrate southward into the lands later to be called the Northern Reaches.

BC 1,900: On the great continent to the east of Alphatia and Bellissaria, a nomadic, cavalry-based race of warriors grows strong. These are the Jennites, copper-skinned descendants of an Oltec expeditionary party; their language and customs have evolved far away from their Oltec origins.

BC 1,800: The dwarvish race on the Known World is slowly, inevitably dying out. The Immortal called Kagyar the Artisan takes all remaining dwarves in the Known World. Half he transplants to the Hollow World, and half he reshapes into a new dwarven race. Now there are no remnants of the original dwarven race on the outer world. Some of the "new dwarves" are returned to the Northern Reaches, where the largest dwarf colonies had been, and eventually become the Modrigswerg clans; others are planted in the Rockhome region. Both groups are given false memories and believe that the Modrigswerg dwarves also originally lived in the Rockhome lands.

In the Sylvan Realm, Ilsundal creates the first elvish *tree of life* and becomes an Immortal.

BC 1,750-1,500: The human tribes along the River Nithia progress from Bronze Age to Iron Age metals technology. A jackal-headed creature named Pflarr achieves Immortality.

Elsewhere, a series of great volcanic eruptions and earthquakes split several large land masses away from what is now the Five Shires and Atruaghin Clans area; aboriginal (Neathar-descended) peoples called the Makai and lizard men called Malpheggi are stranded on the new islands.

King Loark raises a Great Horde of humanoids who migrate southeastward, ravaging as they go; great waves of hill goblins, trolls, and giants especially began moving southward into areas now occupied by human settlers.

Meditor elves are stranded on the newly-formed Minrothad Isles. Soon after, seagoing Verdier elves join them there.

BC 2,000-BC 1,001

The Rise of Nithia; the Glantrian Catastrophe
Middle Bronze to Middle Iron Ages

BC 1,800: The dwarves transplanted to the Hollow World, who mostly belong to the Kogolor clans, thrive in their new lands. They have been placed in eastern mountains just north of the great equatorial mountain range, fairly distant from other sentient races; they have occasional contact with the Neathar tribes to the north and west, but are largely left to their own devices.

BC 1,722: The Great Horde of King Loark ravages Norwold, sending the Antalian culture there into a dark age; the Immortals Odin and Thor send intact communities of Antalians into the Hollow World. (The descendants of the outer-world Antalians eventually become the men of the Heldann Freeholds.)

BC 1,710: The Great Horde of King Loark invades the Ethengar Steppes and enslaves the Ethengars.

BC 1,709: King Loark's Great Horde, after squabbling with another humanoid horde in Ethengar, reaches the Broken Lands and settles there.

BC 1,700: The elves of Glantri discover, in the Broken Lands, a strange artifact from the lost Blackmoor civilization. They tinker with it, and the artifact explodes cataclysmically, sending impenetrable clouds into the sky (which last for years), and spreading a strange rotting plague among the surviving elves—those who were far enough away to survive. The elves shelter themselves in the deepest caves of Glantri. They find an incredible series of caverns there and begin a years-long migration. The travelling tribes are separated from one another. Some emerge, years later, hundreds of miles south, past the Broken lands. Some reach the Hollow World. Some perish.

Elsewhere, the catastrophe forms the Land of the Black Sand in the Ethengar Steppes.

BC 1,600: Tensions erupt between the two largest Jennite hordes: One horde, the more traditional of the two, has women warriors, while the other has virtually enslaved its women. The Immortal Tarastia enjoins the more traditional horde to conquer the other, but the resulting holy war all but destroys Jennite civilization. (By the time the Alphatians reach the Known World, six centuries later, the outer-world Jennites have regressed to stone-age barbarism, their previous glory all but forgotten.)

BC 1,500: Nithian culture begins its climb to greatness. One colonial expedition led by the Nithian Traldar clan travels to the lands now known as Karameikos and Darokin.

The Immortal Pflarr creates a jackal-headed servitor-race he calls the Hutaaka. He uses many of them as agents, heralds, and servants throughout the world; he plants a large colony of them in mountains south of the Nithians.

BC 1,420: Outer-world Shadow Elves called the Schattenalfen, following the guidance of the Immortal Atzanteotl, complete the construction of their underground city of Aengmor.

BC 1,400: Within a few generations, the Traldar settlers have suffered enormous population losses (through bad winters, animal attacks, and disease), have lost most of the materials and time necessary to forge metal (and consequently have forgotten how), and have reverted to a pre-agrarian lifestyle. They now fall under the domination of the Hutaaka humanoid people from the northern mountainous region.

Denwarf, golem-like leader of the Known World's dwarves, settles his people in the great cavern called Dengar and disappears into the lower caverns.

BC 1,722: The Immortals Odin and Thor have sent whole Antalian tribes into the Hollow World, placing them in icy lands south and east of the Beastmen territories. The Antalians thrive in their new home, happily fighting among themselves, with the Beastmen to the north and with the Neathar tribes to the southwest.

BC 1,650: A surviving clan of Glantrian elves from the outer world finds its way to the Hollow World through thousands of miles of subterranean passages. The tribe emerges in lands thickly occupied by hostile Neathar tribes and dinosaurs; they migrate northward, to lands similar to frozen Glantri, and settle in the mountains south of the Beastmen and west of the Antalians. They call their new land Icevale.

Atziann, elf-king and sole survivor of his clan, emerges in the Hollow World near the Azcan capital; fascinated by them, and using his magic to move unseen among them, he stays with the Azcans for several years before embarking on his own path to Immortality.

BC 1,600: The Immortal Tarastia preserves several clans of the self-destructing Jennite culture, choosing to save only the more traditional horde. She transfers them to the Hollow World, placing them in the southern hemisphere, south of the forests and plains occupied by the Tanagoro tribesmen. The Jennites begin a fierce rivalry and occasional warfare with the Tanagoro men.

BC 1,500: The elf-king Atziann, now calling himself Atzanteotl (a name in the Azcan fashion), achieves Immortality in the Sphere of Entropy and begins his plan to corrupt the Shadow Elves and the Azcan race. He begins whispering to selected Shadow Elves and Azcan rulers of the power and glory he can bring them, and lures them away from their faiths. Increasing numbers of Shadow Elves (especially those of the Schattenalfen clan) turn from the worship of Rafiel to that of Atzanteotl; likewise, many Azcans turn away from Otzitiotl and Kalaktatla.

BC 1,400: A colonizing party of Shadow Elves, mostly Schattenalf followers of Atzanteotl, retraces the path of that earlier, lost expedition and finds the Hollow World. They emerge just north of the great equatorial mountain range, right in the middle of the Kogolor Dwarf territory. They immediately begin a war against the dwarves, whose lands they want. The Immortal Kagyar causes Denwarf, the former leader of the Outer World's dwarves, to help the Kogolors against the Shadow Elves.

BC 1,300: The halflings from the southern continent, long-abandoned by their friends the elves, and increasingly endangered by the ever-growing human population, make a mass naval migration to the northern continent. They settle the area later called the Five Shires. They become friends with a declining, pacifistic clan of elves called the Gentle Folk.

BC 1,290: The outer-world Shadow Elf city of Aengmor is "destroyed" (actually, merely surrounded by lava and made uninhabitable) during a volcanic eruption; many Schattenalfen escape, burrowing deeper into the crust of the earth. Actually, this is part of a grand scheme of Atzanteotl, their patron.

BC 1,190: Descendants of the Great Horde resurface in the Broken Lands and discover the city of Oenkmar and a knife they mistake for one of their legendary artifacts.

BC 1,104: Underground elves discover the Refuge of Stone and take the name of shadow elves unto themselves. Building work begins on the City of Stars.

BC 1,100: Nithians led by Minroth colonize the islands later to be called the Minrothad islands, and found Harbortown.

Nithians under Prince Ramenhotep establish the colony of Thothia on the Isle of Dawn. This is the eastern extent of Nithian colonization.

BC 1,050: Great wizards of the Nithians, inspired by the Immortal Pflarr's servant-race (the Hutaaka), create the gnoll race by magically blending trolls and gnomes. But they've been deluded that the results might be an equivalent servant-race for the Nithians; instead, the gnolls turn out to be savage, strong, warlike, and prolific.

BC 1,000-BC 1

The Dark Ages; The Age of Rebuilding; Alphatia

BC 1,000: The Broken Lands are overpopulated. Broken Lands orcs, ogres, trolls, gnolls, and goblins migrate outward, especially southward, displacing other humanoid tribes before them.

Gnolls invade Traldar lands. The Hutaakans retreat to their valley while the Traldar and gnolls practically annihilate one another. Many seafaring Traldar, led by a lesser king named Milen, flee south across the Sea of Dread, and reach the southern continent to the east of what would later be called the Hinterlands. They travel far upriver, and establish a new kingdom there.

Elsewhere, nonhuman tribal movements pit tribes of orcs and goblins against the dwarves.

Elsewhere, Alphatians quietly arrive from their world and settle on the great continent they name Alphatia (see the **Dawn of the Emperors** boxed Gazetteer for more details). They proceed to build a mighty empire based on magic.

The Nithian Empire is at its peak; it features monumental architecture, large urban complexes in the delta region of the River Nithia, conquest of neighboring states, establishment of more remote colonies, and the development of sophisticated arts and culture. Colonies are planted in the Makai islands (south of the Five Shires area). The humans of the Northern Reaches areas are conquered and enslaved by the Nithian Empire. The Nithians, made curious about the southern continent by the Traldar flight in that direction, transport many Northern Reaches slaves to Harbortown and thence to the southern continent, to colonize there. This is the southern

BC 1,395: The Schattenalfen are badly beaten by the Kogolor dwarves and must break off the war. They continue travelling west, to an area not infested with dwarves, and settle there. But due north of their new lands are the Azcans, whose culture and architecture are disturbingly and insultingly like theirs (a result of Atzanteotl's guidance of the Schattenalf culture, though they don't know this); the Schattenalfen hate these people, whom they see as a mockery of their culture, and begin an ages-long war with the Azcans.

Kagyar places Denwarf in a state of suspended animation, transferring him to a cavern deep beneath the Dengar caverns of Rockhome.

BC 1,000-BC 1

The Dark Ages; The Age of Rebuilding; Alphatia

BC 1,000: In the wake of the humanoid invasions, the Immortals are quite busy selecting endangered cultures for preservation in the Hollow World. The Traldar and many other cultures are preserved in this fashion. The Traldar are placed on the coast of the Aztlan Ocean right where the great equatorial mountains reach the ocean; they call that body of water the Atlass Ocean. They're south of the Schattenalfen and north of virgin territories. They quickly spread out to inhabit all their mountainous seacoast lands. Not cooperative enough among themselves to form an empire, they occupy themselves with pirate raids into Azcan territories.

Many Makai are transplanted to the Hollow World to preserve their culture in the face of Nithian assimilation. Placed in an archipelago south of the equator, they resume their carefree, peaceful existence.

Meanwhile, an expedition of Shadow Elves leaves the City of Stars in an effort to find the path to the surface world. Instead, they find their way to the Hollow World, where they are fatally poisoned by the rays of the eternal sun. Some of them make it back to the City of Stars with news of their voyage, but all soon perish.

limit of Nithian expansion, and isn't very successful: The Northern Reaches slaves soon rebel and slay their Nithian overlords. These tribes carve out their own territory in the southern continent, and are the forefathers of the Thyatian, Kerendan and Hattian tribes who later found the empire of Thyatis.

Black explorers from Tangor find and colonize the Pearl Islands.

BC 1,000-BC 610: Orcs, part of the migration from the Broken Lands, invade the Five Shires region and enslave the halflings. The Gentle Folk elves of the Five Shires region disappear or are destroyed by the orcs. Over a period of four hundred years, the halflings are conquered and reconquered by orcs, dwarves, and bandits of different races; eventually they reclaim their land and establish a strong kingdom.

BC 800: The ice finally recedes to the north of Glantri.

Elves led by Mealiden Starwatcher leave the Sylvan Realm via the magical rainbow; they carry nine seedlings of the *tree of life* with them. They land in the forested reaches of what would later be called Thyatis, but are driven out by the warlike humans there, and flee northward. The Callarii clan settles in Traladara territory (see *GAZ1*); most of the rest settle in a windy steppes area. Elvish wizards begin to alter those steppes with their magic, changing the land nearly overnight into terrain where a mighty forest could flourish.

One of the elf-clans, the Shiye, listens to the guidance of the elf-immortal Eiryndul and makes a dangerous crossing to the continent of Alphatia, where they set up their own kingdom in the deep central forests of that continent.

Deep in the southern continent, the Milenians, descendants of the Traldar, are flourishing, conquering the surrounding tribes, and establishing a strong empire.

BC 700: Thanatos, Immortal of the Sphere of Entropy, helped by the Immortal Ranivorus, corrupts the pharaoh of the Nithians. The pharaoh turns the Nithian empire toward worship of Entropy.

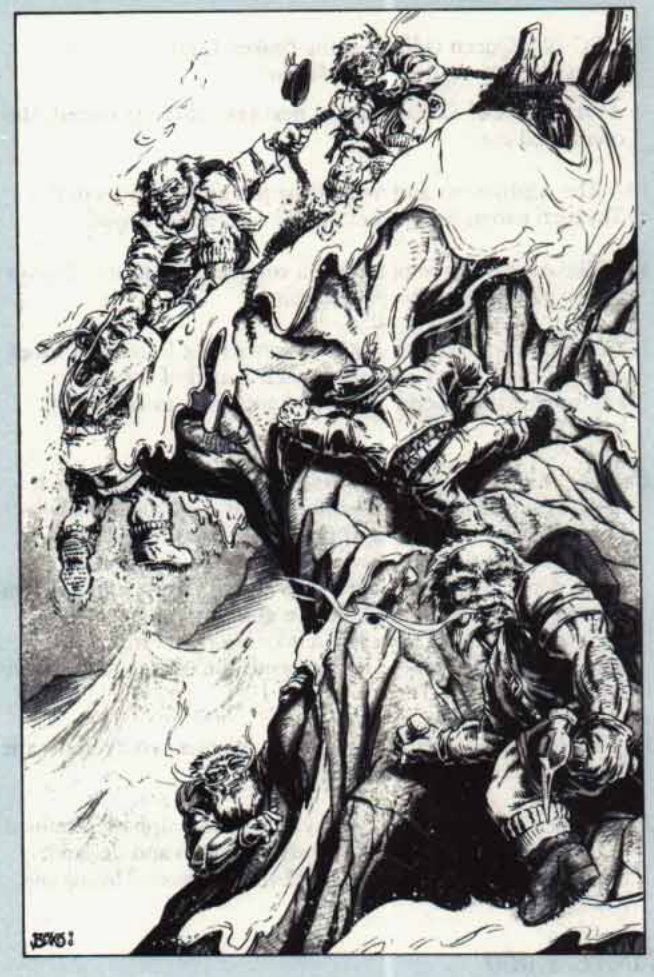
The Nithian colonists in Thothia turn away from the Entropic faith of their homeland and increasingly turn to a new form of mysticism.

BC 600: Three warrior-tribes from the southern continent (the Thyatians, Kerendans, and Hattians), hard-pressed by the Milenians to the south, migrate to the northern continent.

BC 500: The Traldar are in the midst of their Dark Age. Communication between communities is infrequent. Local dialects begin to differ widely. The people now call themselves Traladara.

Elsewhere, the Nithian Empire, having incurred Immortal dislike, abruptly ends; the Immortals alter the climate, divert the headwaters of the River Nithia, promote social unrest, deny magical powers to their clerics, and take other actions which cause the Empire to collapse catastrophically. The Immortals use magic to ensure that almost all trace of the Empire is wiped from the face of the Known World. The colonies are systematically destroyed—except for Thothia, which has already turned away from the Entropic faith which led to the destruction of Nithia.

In the Ierendi islands, the Malpheggi lizard men, doomed to extinction by a parasitic plague brought by the Nithian colonists, wipe out the Nithians before dying themselves. This is part of the Immortal plan to destroy the Nithian empire.



BC 500: The Immortals gather up great numbers of Nithians, those untouched by the evil of Thanatos and Ranivorus, and transport them to the banks of a great river similar to the River Nithia in the Hollow World. They swiftly rebuild their civilization. They are near only to the Tanagoro warriors and Jennite riders to the west; they begin on-again, off-again wars against the Tanagoro and Jennites to seize their fertile plains and acquire slaves.

With the destruction of the Nithians, the Immortal Pflarr, insulted by the Nithians' betrayal, turns his back on the outer world. He turns his attention to the Hollow World Nithians, and sets up a colony of Hutaaka in a sheltered valley of the Hollow World—west of the Brute-Men, north of the Nithians.

The Immortals also cure and transport remnants of the Malpheggi lizard man race to the Hollow World, placing them in the great swamp between the Azcans and the Olmecs. Both the Azcans and the Schattenalfen find mercenary allies among the Malpheggi.

By now, the steppes where Mealiden's elves settled have become the mighty Canolbarth forest.

By now, the Thyatians, Kerendans and Hattians have conquered and assimilated the human tribes who opposed them; they are now in full control of the region which will one day be called Thyatis.

BC 493-BC 492: Queen Udbala of the Broken Lands raises a new Great Horde to march on Rockhome.

At the battle of Sardal Pass the next year, they are routed, the orcs wiped out.

BC 192: The Alphatians, annoyed by the piratical activities of the Thyatian tribes, launch a campaign to conquer Thyatis.

BC 190: The Alphatians complete their conquest of Thyatis; Thyatis is now part of the Alphatian empire.

BC 150: The outer-world Shadow Elves contact the humanoid tribes of the Broken Lands, spreading their hatred of the above-ground elves and persuading the humanoids to attack Alfheim.

BC 100: The Milenian civilization has grown soft and decadent. It enslaves surrounding tribes and nations; most soldiers in the Milenian army are conscripts from conquered tribes. The Immortals decide to preserve the Empire in its earlier, more heroic form; they transplant to the Hollow World all Milenians who adhere to the earlier Milenian goals and desires. Depriving the Milenians of their few remaining true warriors and uncorrupted government leaders sends the empire to its doom even more swiftly.

BC 50: The decadent Milenian civilization collapses utterly under the attacks of surrounding tribes.

BC 2: Lucinius Trenzantenbium, a Thyatian-born, Alphatian-trained wizard, kills the Alphatian wizards in Thyatis and declares himself King of Thyatis; war breaks out between Thyatis and Alphatia.

AC 0-AC 1,000

The Modern Era

AC 0: The economies of both Thyatis and Alphatia have been wrecked by the war; the two powers conduct a peace treaty in the city of Edairo, the capital of Thothia (on the Isle of Dawn). Later, in Thyatis, General Zendrolion Tatriokanitas assassinates King Lucinius and several other kings gathered there, and crowns himself Emperor of Thyatis, Ochalea and the Pearl Islands.

Peaceable Highforge gnomes settle in Traladara territories; warlike demihumans (goblins, hobgoblins, orcs) do as well, in lesser numbers.

AC 150: Thyatians begin colonizing into the southeastern parts of Ylaruam, enslaving and scattering the indigenous population.

AC 200: Rockhome dwarves begin colonizing into outside lands; they are usually welcomed into human communities.

AC 250: The Alphatians begin colonizing into the northeastern and central parts of Ylaruam, enslaving and scattering the indigenous population. Some of the Ylari driven out by the Alphatian and Thyatian aggression migrate to Darokin.

BC 492: The Immortal Karaash takes pity on a band of particularly valiant orc-warriors led by their chieftain, Krugel. Trapped by the dwarves during their assault on Rockhome, surrounded in the Sardal Pass, and in imminent danger of being wiped out, they demonstrate ferocity and gallantry unusual in orc-warriors. Karaash transports them to the Hollow World, to the arid plains north of the Kogolor Dwarves.

BC 450: Krugel, leader of the Hollow World orcs, dies. In his lifetime, he has transformed a couple of hundred followers into a well-trained, well-motivated, well-supplied horde of conquest-minded plains riders, who now take his name to honor him: They will be called the Krugel Horde. They continue to attack and sack communities of the Neathar to the west and the Kogolor dwarves to the south. They do not want to conquer lands; they want loot.

BC 250: The Immortal Korotiku, charmed by the cleverness and ruthlessness of the pirates of Thyatis, transplants several communities of them to the Hollow World, establishing them in equatorial islands not far from the territories settled by the Traldar. He has conceived an interesting experiment for the Hollow World. He's decided that it would be interesting to populate one area of the Hollow World seas with pirates, creating a new culture which is exclusively piratical.

BC 100: The newly-transplanted Milenians begin to reforge their civilization along its original lines. Placed on the virgin seacoast far south of the Traldar lands, they have the warlike Tanagoro and Jennite races to their east. They build their empire on the coast and in lands seized from the Tanagoro and Jennites, who become their recurring enemies.

AC 0-AC 1,000

The Modern Era

AC 50: An Alphatian wizard, by magical experimentation with wood-imps and pixies, creates a small humanoid race he calls the Kubitts. They average a foot and a half tall; he gives them their name from an old Milenian word for the measurement a foot and a half. He makes them independent and strong, but when he tries to force them to perform deeds against their wishes, they rise up against him and kill him. The Immortal Vanya, smitten by these diminutive warriors, transplants the entire race to a hidden jungle valley in the Hollow World.

AC 395: The Flaems, an offshoot of the Alphatians from the original Alphatian homeworld, settle the Glantri area.

AC 400: The Flaems discover that other, enemy Alphatians are in possession of the mighty Alphatian empire to the east.

Rogue Alphatian wizards attempting to develop a hardier, more powerful Alphatian race create fast-spreading magical strains of the curses of vampirism and lycanthropy.

AC 410: Minroth traders unwittingly help spread the new vampirism and lycanthropy throughout the seafaring world.

AC 500: Thyatian and Alphatian colonies in Ylaruam begin what will become three centuries of warfare.

Traders bearing the curses of vampirism and lycanthropy settle in Traladara's deep woods and flourish there.

AC 571: Thyatis establishes prisons on five Ierendi islands currently inhabited by shipbuilding halflings.

AC 586: The Thyatians, in need of funds and resources, conquer the Ierendi islands and seize the shipbuilding facilities there. The halflings retaliate with piratical raids on Thyatian shipping.

AC 600: On Ierendi, native halflings and Thyatian prisoners drive out the Thyatians.

The Sylvan Lands are conquered by humans; the surviving elves of the Sylvan Lands make the dangerous passage to Alfheim.

AC 700: Warfare intensifies between Alphatian and Thyatian colonies in Ylaruam.

AC 728: The Alphatian colonies in Ylaruam destroy the Thyatian colonies there; Thyatian colonists flee.

AC 730: Settlers come to Glantri, including fair elves (descendants of the elves who fled the area in BC 1,700) and humans from Traladara and Thyatian colonies in Ylaruam.

AC 786: An Alphatian wizard named Halzunthram arrives in Flaemish lands and helps the humans and elves there against the Flaems.

AC 788: Once the Flaems are conquered, Halzunthram declares this land to be a protectorate of Alphatia; war breaks out again.

AC 800: Birth of Suleiman Al-Kalim, a great philosopher and warlord of the desert nomads of Ylaruam. In the Broken Lands, the orcs begin a new series of wars against the surrounding nations.

AC 802: A gold rush in Glantri brings many Rockhome dwarves into that nation. A plague sent by the orcish Immortal Yagrai spreads into Glantri, and the Glantrians are convinced that the dwarves are responsible, resulting in a vicious war on the dwarves by the people of Glantri.

AC 827: Forces of Suleiman al-Kalim drive the Alphatians out of Ylaruam.

AC 828: Lord Alexander Glantri, of Thyatian descent, captures Halzunthram and confirms the land's independence from Alphatia. The population names the land Glantri in his honor.

The last dwarves are expelled from Glantri.

AC 500: Korotiku now transfers whole pirate villages of Ostlanders to the Hollow World, placing them among the other pirates. Within a few generations, the Ostlanders merge with the other pirates.

AC 700: The Immortal Korotiku adds *hin* (halfling) and human pirates from the Ierendi islands to the area he calls the Merry Pirate Seas.

AC 855: Suleiman Al-Kalim composes the *Nahmeh*, an important work of Ylari religious thought.

AC 900: The Empire of Thyatis conquers Traladara and several areas of the Isle of Dawn, and build and settle the city of Oceansend in Norwold.

AC 959: Alphatia begins another direct war upon Thyatis.

AC 960: The Alphatian assault forces reach Thyatis City and kill the Thyatian emperor, but are repelled by a counterattack led by Thincol the Brave, a famous gladiator.

AC 970: Duke Stefan Karameikos III trades his ancestral lands (Duchy Machetos) to Emperor Thincol for independent rulership of Traladara, which is renamed the Grand Duchy of Karameikos.

AC 1,000: All D&D® Gazetteers adventures are set at this time.

Navonne was at the front of the party, wielding his sabre against the enemy—the thick underbrush. He groaned at what the branches and thick, gooey sap were doing to the blade of his favorite sword, but he still did his job. Everyone took turns cutting through the oppressive jungle vegetation; else they'd wouldn't travel ten feet through this mess.

And what a jungle it was! Strange, bowed, gnarled trees the likes of which he'd never seen grew from the black, rich, *stinking* soil. Weird mosses hung everywhere. Hanging drapes of vine-leaves blocked their passage at every turn. Weird animal calls hooted off in the distance. Navonne knew they were out there, the wild predators and carnivores of every description . . . including the giant lizards Navonne feared, the ones which were as big as dragons, but different—mindless, primitive, strange.

Navonne's blade slashed through one last curtain of leaves, and the warrior froze where he stood, dumbfounded. The others paused behind him, waiting for him to continue forward.

"Uh. Uh. Thylandrian," Navonne managed to croak.

"Right here."

"Send your uncle up."

Thylandrian's uncle, the aged elf Thyserstian, pushed his way forward, frumping as the jungle vegetation clung to his scholarly robes. "I'm coming, I'm coming. I hope you've found a river. I badly need a bath. And not one of those rivers with the sharp-toothed fish, either." He moved up beside Navonne, adjusted the delicate wire-framed spectacles on the end of his nose, and peered down at the vista that had so stunned Navonne.

"Oh, my," breathed the elderly elf. "Look at that! The geometrical precision of the streets. Those buildings there, the big ones—they're called pyramids. Temples, most of them. This looks like a city of the Azcan people. They died out on the outer world oh, thousands of years ago. Don't just stand there with your jaw open, Navonne, say something."

Navonne managed to get his jaw working again. "But what's it mean?"

Thyserstian shrugged. "I'm not sure. Obviously, there have been Azcans here more recently than on the outer world. That would seem to be a given. If this *is* Azcan architecture. I'm not an expert in that field, not yet anyway. There are a couple of significant differences between the outer-world Azcan ruins I've seen and the city before us."

"Such as what?"

Thyserstian pointed. "Those symbols. They don't seem to refer to Kalaktatla or Otzitiotl, who were the primary Immortals worshipped by the ancient Azca. In fact . . ." He studied the symbols more closely, squinting. "Unless I miss my guess, which I never do, they represent the Immortal Atzanteotl, who is the chief patron of those ghastly Schattenalfen.

"And there," he pointed, "you'll see something you won't see in any Azcan cities on the outer world. Actual, living Azcans. All those copper-skinned people. You'll notice some of them have elaborate headdresses; you can see the ornate gold-work for which they were so justifiably famous—"

Navonne sighed, exasperated. "That's the first thing I noticed. There are people there. The city is occupied. In good repair."

"Did you notice they seem to have noticed *us*? Unless my failing eyesight misleads me, rather a large group of those fellows seem to have caught up spears and bows and are moving in this direction. Rather swiftly, too."

Navonne cocked his head, staring in the direction where Thyserstian was looking. Son of a gun, the old elf was right. There were fifty, maybe sixty of those warriors running in their direction—

Navonne turned around. "New plan," he announced. "Turn back the way we came—and *run!*"

This chapter is the Atlas of the Hollow World. Here, we're going to showcase a large section of the Hollow World.

In this chapter, we're describing all the major empires and many of the smaller nations and tribes to be found in one certain stretch of Hollow World territory. You have to remember, though, that there are literally *thousands* of tribes and peoples in any large stretch of Hollow World land.

What does this mean? The most important thing is that there is room for you, as DM, to add any number of tribes and races to the map. Because so many of the Hollow World races are partially or completely isolated from one another, you can run a Hollow World campaign in the areas described in this supplement, with your PCs crisscrossing the mapped territories and learning them like the backs of their hands . . . and then, still, you can introduce new lost valleys and new secret caverns into those areas to house your new additions to the setting.

We talk about this at length in the *Campaigning* chapter. For now, let's talk about the areas of the Hollow World presented on the enclosed maps.

Overview of the Hollow World

Take a look at the planetary map sheets. There, you'll see a map of the entire Hollow World,

showing both polar openings and everything in between.

We'll take an overall look at the Hollow World first, and then examine a long belt of Hollow World territory in greater detail.

Physical Structure of the Hollow World

If you look at the planetary map and the diagram on page *21*, you'll get a good idea as to the physical structure of the Hollow World.

As you can see, the main entrances into the Hollow World are two vast openings at the poles. These openings are literally *thousands* of miles across. They're not sharp shafts cut into the poles: Actually, they curve around very, very gradually. A person walking to one of the poles would walk into the polar opening and around the "lip," into the Hollow World, without even realizing that he'd left the outer world and entered the Hollow World.

This is possible because of the gradual curve of the lip, and because both poles are covered in vast fog-banks. These fog-banks are permanent caps on the poles: They never clear up to reveal the true nature of the planet's poles.

In the Hollow World, just inside the poles, the terrain is arctic—wind-blasted and ice-covered land and sea. It's not lifeless: Several races, including the Beastmen (near the northern polar opening) have adapted to these freezing climes.

Farther toward the equator from the poles, the land becomes more temperate. Freezing tundra gives way to plains, forests, and seas. Even farther, the land becomes more tropical, with rain forests, deep jungles, and deserts predominating.

Eventually, the land rises and becomes very mountainous; close to the equator, the Hollow World is thick with mountains and mountain valleys. Many of these mountain valleys are difficult or impossible to reach through normal travel means; hundreds of them contain isolated tribes and nations which have little or no contact with surrounding peoples.

Finally, the equator itself is an impossibly high range of mountains which the Hollow World peoples variously call the Great Wall, the World's Spine, and the Great Barrier. This mammoth mountain chain is characterized by incredible chains of caves and caverns, many of which are occupied by whole nations of Hollow World residents. The World's Spine does cross the oceans at the equator, resulting in huge mountainous islands stretching in a straight line from continent to continent, with small straits of water between.

That's just the land surface of the Hollow World. Its sky has some unusual features, too.

At the center of the Hollow World, halfway between the poles, is the sun. The sun is actually a permanent, magical, pinhole-sized gate to the Elemental Plane of Energy, and the cloud of raw energy which emerges from that hole. It brings raw light and heat into the Hollow World. It doesn't look much like the sun of the outer world: It's smaller, redder, and more violent. Great flares and spikes of magical energy rip out from it on a regular basis; on any day of sun-watching, a Hollow World astronomer can count dozens of solar flares, averaging three per hour.

The red sun gives the Hollow World a very different look than the outer world. To the first-time visitor, colors seem darker, skin hues seem redder, colors are more vivid and seem somewhat unrealistic.

High up in the sky are the Floating Continents, huge islands which orbit the red sun. These great chunks of land were placed in orbit around the sun by Immortals of the Sphere of Time, in order to give the sentient races of the Hollow World an easy means to calculate the passage of time. Some of them are now populated by human and demi-human races.

Many of these Floating Continents fly high above the breathable limits of the atmosphere. Those which are nevertheless inhabited are protected by magical atmosphere-producing spells, and travellers from those lands know how to use spells to keep them alive during their trips through airless space.

Because the Hollow World curves "up," as if the viewer were standing at the bottom of a bowl, rather than "down" (as the outer world does), the Hollow World has no horizon. Someone in the Hollow World staring off into the distance would see land continuing off into the distance as far as the eye could see, until atmospheric haze blurred his vision and he could see no farther; nowhere would he see a crisp, clear horizon such as one has on the outer world.

There are entrances into the Hollow World other than the great polar openings. There are impossibly complicated series of caverns and tunnels stretching from the Known World to the Hollow World—especially from the Broken Lands of the Outer World, radiating to numerous exits in the Hollow World.

Additionally, various Immortals have created their own physical openings between the worlds. The Immortals themselves don't need these openings, but establish them so that selected mortal servants can more easily cross from one world to the other.

The locations of these openings are not given on the map, because they exist as conveniences for the DM. When you need a connection between the worlds, you can use these factors to justify one, and place it wherever you want.

Climate of the Hollow World

The climate of the Hollow World is roughly similar to that of the outer world. The poles are icy and frozen. Travelling toward the equator, the climate turns more temperate, usually featuring

plains and forests. Getting into the tropical zones, the climate becomes warmer and (usually) more humid; the terrain tends to include rain forests, jungles, swamps and deserts; these then graduate to high hills and then mountains at the verge of the equator.

Then, at the equator, the rules change. The Immortals have set up an impossibly high mountain range at the equator and have magically adjusted the climate so that the equatorial mountain zone is actually cooler and more comfortable than the tropical zones to either side. This was done to make the separation between the northern and southern hemisphere more pronounced; jungle dwellers to either side are more likely to be dissuaded from travelling through this alien cool zone, presuming that there are no jungles on the other side.

The Main Map

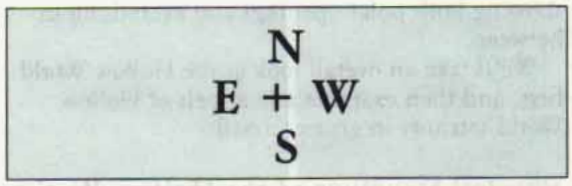
On pages *24-25*, and on the separate foldout map included in this boxed set, you'll find a map of one great tract of Hollow World land. This is a broad strip of land running from pole to pole directly under the nations covered (or at least mentioned) by previous *Gazetteer* supplements. For example, the Azcan empire of the Hollow World is roughly beneath the lands of the Atruaghin Clans.

This map covers a lot of Hollow World territory, but obviously it details only about one third of the entire Hollow World. We've done this for a couple of reasons: First, to cover the *entire* Hollow World in any sort of detail would result in a supplement you'd need a forklift to carry around; second, to cover the entire Hollow World in this supplement would make it difficult for you, the DM, to introduce huge new empires and peoples into the Hollow World setting.

With the approach we've taken, you can DM a Hollow World campaign in the extensive lands covered in this supplement; then, when you're ready to add whole new lands, peoples, and empires, you have plenty of "blank map space" on which to do it.

The rest of this chapter is devoted to giving you detailed information about the main map of Hollow World territories. The following entries are in alphabetical order.

Here's an important thing to notice about this and all other maps of the Hollow World: East and West are reversed. (This is done so that the map can easily be coordinated with maps of the outer world.) So when North is at the top of the map, East is always to the left, West to the right—a distinct difference from outer-world maps. This difference will be noted on all maps of the Hollow World.



Using the Projection Maps: To locate a Hollow World area in relation to an outer world one, follow this simple procedure: Find the meridian (0 degrees longitude) and the equator (0 degrees latitude) on both maps. Then, note the position of the Hollow World area in relation to these two lines (for example, two grid blocks to the west, or right, of the meridian and one north of the equator). Next, go that number of grids west (left) on the outer world map, maintaining the same latitude, and you'll know what the corresponding outer world land is.

The mortal inhabitants of the Hollow World have been instructed by the Immortals as to what name to give what direction.

Note

This chapter is not the final word on all the races and cultures described here. You'll also want to read the entries in the *Player's Guide* on each race; there, we talk about some things not discussed here, especially guidelines for character creation (character class and special limitations, naming habits, etc.).

Antalian Wastes

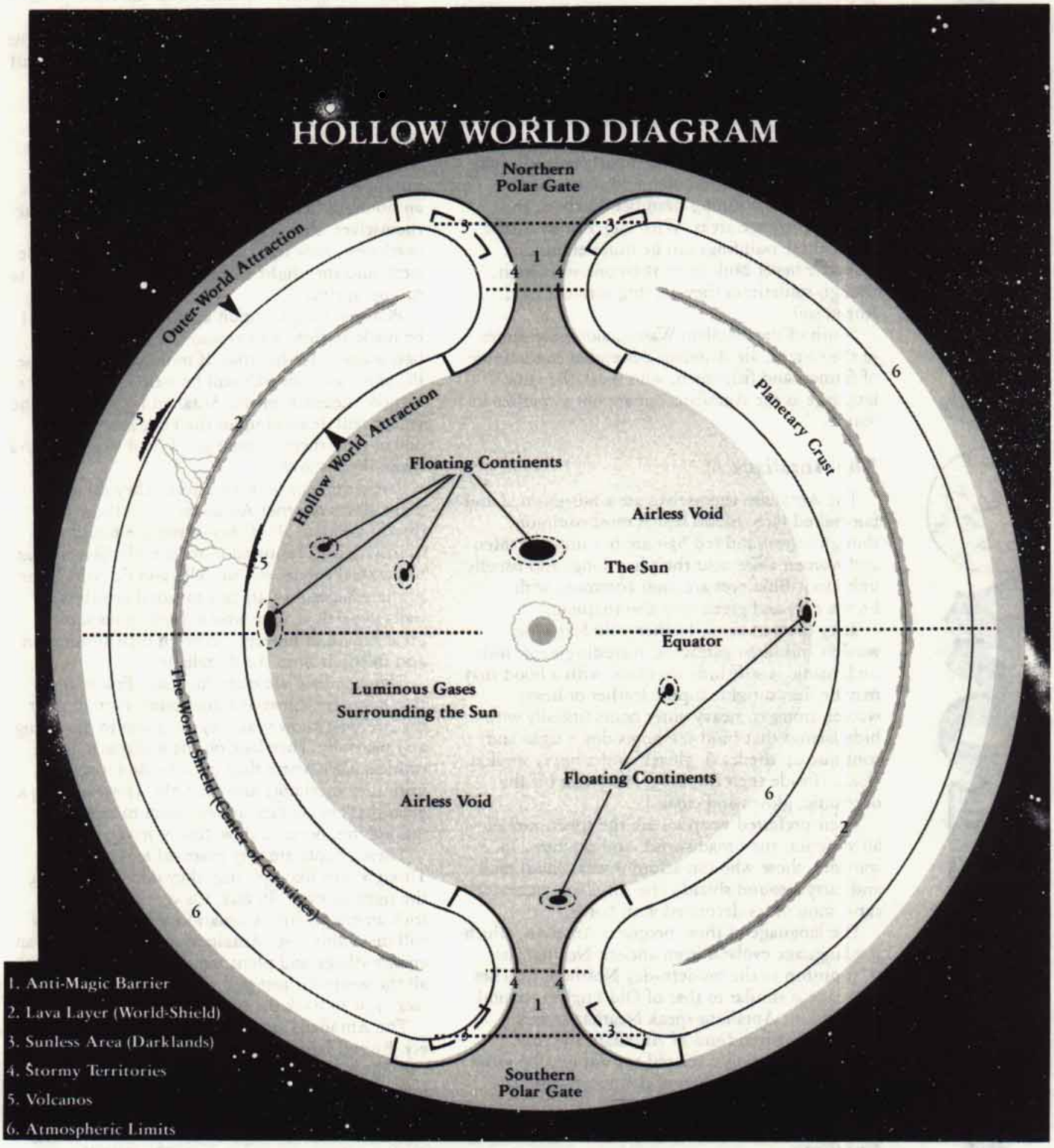
Technology: Iron Age.
Life-Style: Village-dwelling hunters and reavers.
Population: 100,000, scattered among hundreds of villages.
Outer-World Origin: Norwold, 18th century BC.

Description

The Antalian Wastes are hard-frozen mountainous lands in the northern hemisphere. The human inhabitants there, the Antalians, mostly live along the rugged coastline of the ocean they call Ostzee, to the east; some live inland, making their living as trappers and furriers.

Harsh winds whistle down from the polar regions to the north. The Antalians, living among the hills and fjords by the sea, are somewhat sheltered from those whistling winds, but it is still a cold, cold region which can be lethal to those unprepared for it. Though the sun shines all the time, the Antalian lands are close enough to the arctic circle to be perpetually cold, sheltered from the sun by latitude, high mountains, and fjords. They are often swept by fog-banks which last for days or weeks.

Hollow World Diagram (cross section)



Hardy evergreen trees grow throughout the Antalian Wastes. Giant reindeer of a race extinct on the outer world thrive in the Antalian evergreen forests . . . as do their chief predators, the wolves. The Antalians domesticate and ride these huge reindeer, though most reindeer live untamed in the wilderness.

It is believed that frost giants haunt the more distant hills of the Antalian Wastes.

Antalians dwell in small villages, each of which features numerous large halls. Each hall is the dwelling of an entire clan, and includes separate quarters for married clan members, barracks-style quarters for unmarried men and unmarried women, a large dining chamber, kitchen, and extensive storage areas. With larger or wealthier clans, these buildings can be quite enormous. They are never built more than one story high, though sometimes they are dug into the hard, frozen soil.

South of the Antalian Wastes, along the shores of the Ostzee, are Antalian-descended communities of farmers and fishermen, who speak the same language as the Antalians but are not as warlike in nature.

The Antalians

The Antalians themselves are a fair-skinned and fair-haired race. Blond hair is most common, though brown and red hair are not unusual. Men and women alike wear their hair long, and usually unbound. Blue eyes are most common, with brown eyes and green eyes also frequent.

They dress in heavy leather (reindeer hide), woolen and linen garments, including a soft hide undertunic, a stiff hide overtunic with a hood that may be drawn tight, supple leather or heavy woolen trousers, heavy outer boots (usually with hide lacings that bind the boots down tight and continue up the legs), gloves, and a heavy woolen cloak. (Inside their dwellings, they cast off the overtunic, gloves and cloak.)

Their preferred weapons are the spear, axes of all varieties, the broad sword, and the bow. In wartime, those who can afford it wear chain mail and carry a round shield. The Antalians wear steel caps, sometimes decorated with horns.

The language of these people is Antalian, which is a language evolved from ancient Neathar. Its relationship to the modern-day Northern Reaches language is similar to that of Old English to modern English. Antalians speak Neathar as well. There is a written form of Antalian; the runes used in the writing is related to, but not the same as, that used by the men of the outer world's Northern Reaches.

Customs

The Antalians are a hard-living, rough race. They eke out difficult lives hunting, fishing, pirating and fighting; many of them die very young, by the sword or the axe.

They love the sea. The highest aspiration of an Antalian youth is to be the captain of his own ship, sacking cities up and down the coast (usually villages of other Antalians, as a matter of fact), and to die young with his patron Immortal's name on his lips. Some of them live long enough to cast off these romantic notions and teach their own offspring more sensible goals.

They also love to fight. Their greatest legends are of warrior-heroes who slaughtered the enemy and could be defeated only by overwhelming numbers of foes—or by a foe so monstrous it was an honor to be destroyed by it. They fight among themselves, they fight with the Beastmen to the northwest, they fight with the Icevale elves to the west, and they fight any other race they happen to rub up against.

PCs who happen upon an Antalian village will be made to fight a first-blood combat with the best warriors of the tribe. If more members of the PC party win, the PCs will be welcomed as guests. If more members of the Antalian fighters win, the village will descend upon the PCs, bear them down, strip them of their goods and weapons, and make them slaves.

The Antalians do keep slaves. They do not make slaves of other Antalians, even those of distant villages; all of their slaves are foreigners, mostly victims captured in their raids. Slaves wear heavy steel collars and shackles and do hard labor in the villages, but are not tortured or substantially abused. A slave who demonstrates some great service or bravery can often earn admiration and freedom from the Antalians.

The Antalians are quite fatalistic. Few of their race have ever achieved Immortality, even in their myths. Most know that they are going to die young and painfully. They look on the world as a harsh, ruthless place where they must battle for survival until they inevitably lose the fight. However, it is a great mark of courage among them to face death unblinking, never to show fear of its icy hand.

These people are very practical and clever. Though they like fighting, they don't insist that the fight be even. In fact, it's very satisfying to trick an enemy into a situation where the enemy will inevitably lose. Antalians might sneak into an enemy village and plant traps everywhere, or steal all the weapons, just before launching their attack, just to stack the odds in their favor.

The Antalians are a very male-dominated society. By and large, women stay at home and tend the village while the men are out hunting, fighting and reaving. However, certain exceptional women may become warriors (often because they are inspired by the Immortals or receive training from another woman warrior). The Antalian men do not stop them or try to return them to a helpless, subordinate role . . . but they do not feel at

all comfortable among women warriors. So every Antalian village will have one hall, usually a small one, dedicated to the Immortal Fredara, patroness of women warriors, and the village's women warriors will live there. About 75% of them will be fighters, about 20% thieves, and some 5% will be clerics of Fredara.

Because of this isolation, women warriors of the Antalians tend to migrate to other lands or to join parties of wanderers who travel through these lands.

There are few magic-users among the Antalians. It is just as hard to learn magic here as among all the other races of the Hollow World, and the Antalians are very superstitious of non-clerical magic. They will drive out any magic-user not strong enough to resist them. This means that most Antalian magic-users die out in the cold; some few survive to become very powerful. Usually, when they do, they either return to destroy their home village, or return to dominate it; at this point, they are usually too powerful to drive forth. One Antalian village in twenty will have a magic-user as its *arl*, or chief-king.

The Antalians worship a few specific Immortals. The Immortal they most revere is Wotan (known on the outer world as Odin). Equal in popularity among them are Donar (Thor), Fredar (Frey), and Fredara (Freyja). A very few Antalians worship Lokar (Loki), but do not usually advertise the fact; their clan-mates are likely to put them to death.

History on the Outer World

On the outer world, the Antalians developed from a tribe of the ancient Neathar peoples who'd settled in cold, northern lands—the lands now called Norwold. Their language was already removed from classical Neathar, and gradually became more and more developed. Many of them colonized southward, their culture still developing, and became the nations of the Northern Reaches.

A little less than three thousand years ago (BC 1,722), the Great Horde, a huge mass of humanoids, rampaged into the Antalian lands. The Antalians resisted them mightily, but were eventually crushed, their civilization shattered. Before the light of Antalian culture was extinguished, though, the Immortals Odin and Thor (Wotan and Donar, to the Antalians) transported communities of Antalians to an icy range of coastland similar to Norwold.

History in the Hollow World

After dealing with the shock of arrival, the Antalians got back to their life as usual. They began to hunt the giant reindeer of these icy lands, so much larger than the hunting-animals of their original home. They began waging occasional wars with the Beastmen to the northwest and with the Icevale elves due west. (The elves arrived there *after* the Antalians, but soon enough after that the Antalians could reasonably assume that they'd been there all the time, and that the Antalians had just never run into them before.)

These were not friendly wars; they equated the Beastmen to the Loark horde which had torn up their people, and those weird elves to the west used *magic* all the time. But they weren't perpetual wars, either; the Antalians were pragmatic enough not to drain themselves with continual warfare.

They resumed their fishing and pirating lives as well, though the pirating was somewhat sparse on the Ostzee, the cold sea to the east. And they flourished, spread out all over their territory and inland.

Relations With Other Races

The relations of the Antalians to the Beastmen and Icevale elves were just described. Due south, the coastland is thinly occupied by farmer-humans (mostly Antalian outcasts and descendants) dominated by the Krugel Horde, so the pickings are thin; the Antalians sack and pillage these ex-Antalians all the time, and occasionally come into conflict with the Krugel orcs as well. In short, the Antalians' relations with other cultures is stormy: Open warfare at worst, a resting watchfulness at other times.

NPCs

When the PCs first encounter Antalians (either on the open seas or stumbling upon an Antalian village), here are some NPCs for them to meet.

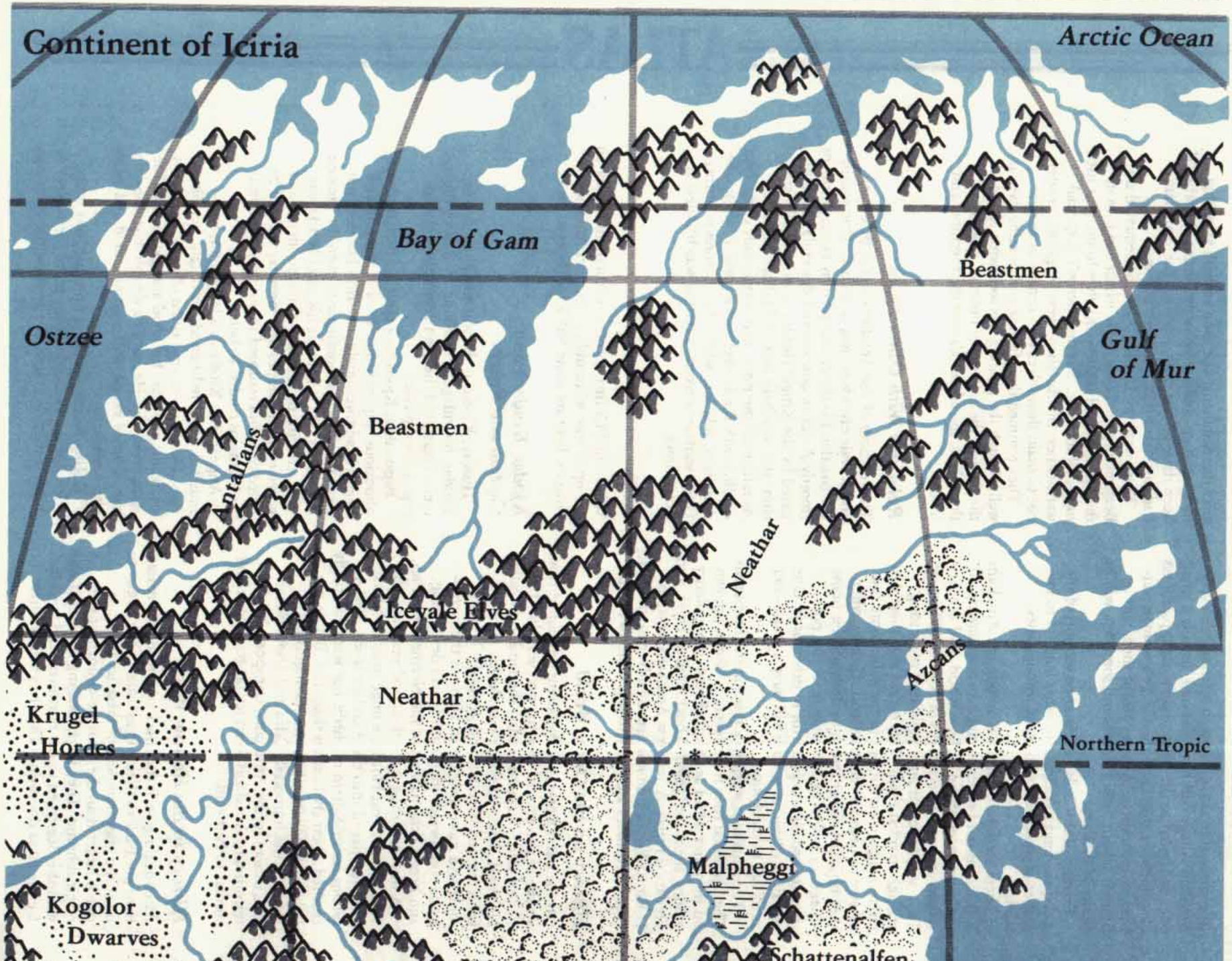
Kjodar Triudar's Son: Captain and Reaver

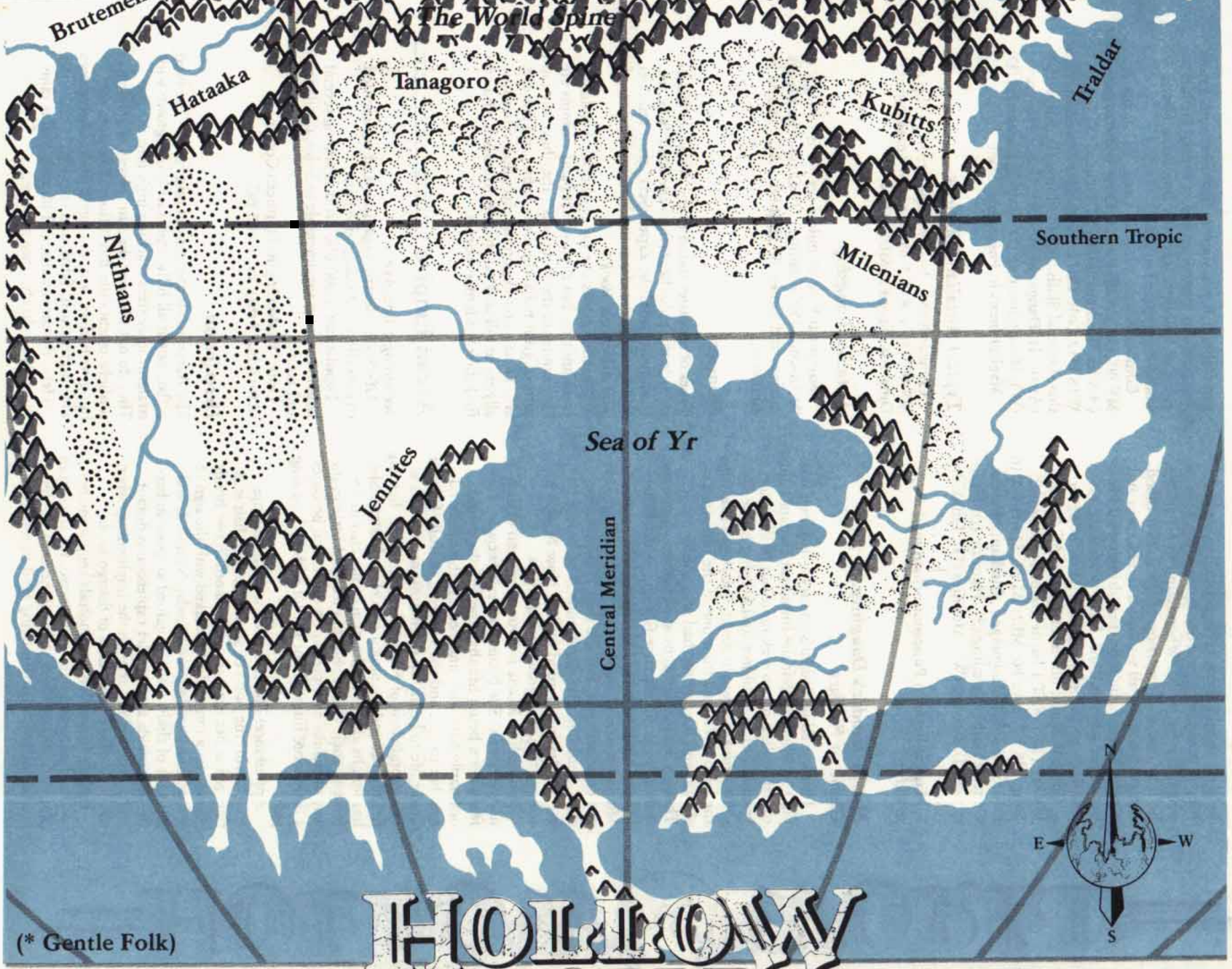
History: Kjodar is the son and likely successor of Triudar, his village's chief-king. A warrior thirty cycles (years) old, he is an accomplished ship-captain and pirate.

Personality: Kjodar is a typical Antalian: Loud, obnoxious, superstitious, fond of fighting and beer. He admires mighty warriors but does not consider himself subordinate to even the greatest of fighters. He is sad that his sister Miarla was afflicted with the disease of independence and warrior-will; he hopes that someday she will be cured of it and returned to ordinary femininity, and remains cordial to her.

Appearance: Kjodar is a large man, well-muscled. He is red-haired, with light, icy blue eyes. He always wears a collar of arctic fox on his overtunic and lines his hood and gloves with the same costly fur. He carries a double-bitted battle axe, a broad sword, and a round shield and wears chain mail armor.

DMing Notes: Kjodar is no brute, but is no friend of the PCs unless they prove themselves to him. If they meet him in a boat on the open seas,


Continent of Iciria
Arctic Ocean
Bay of Gam
Beastmen
Ostzee
Gulf of Mur
Beastmen
Antalians
Neathar
Icevale Elves
Azcans
Neathar
Krugel Hordes
Northern Tropic
Malpheggi
Kogolor Dwarves
Schattenalfen


Brutemen
The World Spine
Yr
Hataaka
Tanagoro
Kubitts
Traldar
Nithians
Southern Tropic
Milenians
Sea of Yr
Jennites
Central Meridian
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(* Gentle Folk)
HOLLOW WORLD

he'll try to take them as his pirate prey unless they're obviously a superior fighting force, in which case he'll flee. When found in his village, he'll be one of the warriors of the to-first-blood contest forced on all visitors; if the PCs win and Kjodar survives, he'll be their drinking buddy before the night is done. He'll never leave his people to go adventuring with them, however.

Combat Notes: 6th-level fighter; AC 2; hp 37; MV 90' (30'); #AT 1 battle axe or broad sword; Dmg 1d8+2; Save F6; ML7; AL N. S15 I13 W10 D12 Co15 Ch14. Languages: Antalian, Neathar. General Skills: Wrestling (S), Hunting (I), Navigation (I), Bravery (W), Alertness (D), Drinking (Co).

Magical Items in Possession: *chain mail +1, shield +1.*

Miarla Triudar's Daughter: Cleric of Fredara

History: King Triudar's youngest daughter was only 13 when she felt the Immortal Fredara calling to her, telling her to seek more out of life than years of bearing children and keeping house for some drunken lout. In secret, she began studying the faith of Fredara from one of the Immortal's clerics, and learned she had an aptitude for it. Though not warlike as most of the Antalians, she learned to be an effective fighting cleric. When her teachings with the cleric became known, Miarla became an outcast in her own village, just as her teacher was. But she kept faith with Fredara, believing that the Immortal had some greater destiny in mind for her. Now 24, she is still waiting, and growing impatient.

Personality: Miarla is a young woman of ordinary interests. She became a cleric because it offered her a better life than the one she would ordinarily have had, and because the Immortal told her to . . . and she's waiting fretfully for that better life to begin. In the meantime, she acts as the second cleric of Fredara for her village, helping her teacher and training a new cleric initiate. She has fought alongside the men of her clan in defense of their village, but has received little in the way of thanks or appreciation for it, and becomes a little more bitter about her lot with each passing year.

Appearance: Miarla is a tall woman, perhaps 5'10", with the build of an athlete. Her hair is as fiery red as her brother's and is worn in two braids. She carries a round shield marked with the sign of the pegasus, her Immortal Fredara's symbol, and has a set of chain mail she gained as spoils in battle. She wields a mace. Her expression is distant and a little forlorn, though she brightens up when travellers who tell her tales of foreign lands.

DMing Notes: Most Immortals keep some heroes and potential heroes in reserve, for any sort of plot or situation where they might need sudden mortal activity. Miarla is being held in reserve in this fashion. If you want to insert her into a storyline, you can relate it to any of Freyja/Fredara's goals; at a whisper from her Immortal, Miarla would be prepared to leave.

Combat Notes: 5th-level cleric; AC 4; hp 20; MV 90' (30'); #AT 1 mace; Dmg 1d6+1; Save C4 (+3 for Wisdom); ML8; AL Neutral. S13 I14 W18 D12 Co10 Ch12. Languages: Antalian, Neathar. General Skills: Fire-Building (I), Survival (Arctic, I), Danger Sense (W), Honor Fredara (W), Mountaineering (D), Riding (Reindeer) (D).

Magical Items in Possession: None.

Typical Antalian Warriors

Combat Notes: 1st-level fighter; AC 4; hp 8; MV 90' (30'); #AT 1 battle axe or broad sword; Dmg 1d8; Save F1; ML9; AL N.

Antalian Longship

Movement Rate 18 miles/day (90 if sailing), or 90'/round (150' if sailing), 75 Crew—doubles as marines and routes, 60 Hull Pts., AC 7, Capacity 30,000 cn.

Monsters

Types of creatures found in the Antalian Wastes include the polar bear (from the **Basic Set**), the frost giant (from the **Expert Set**), giant reindeer, and arctic wolves (from the Monsters chapter of *The Adventure Book*).

The frost giants live far away from Antalian communities, but their villages and customs are very similar to the Antalians'; they have the same sorts of great halls, the same habits and culture, etc. There's one important exception: They usually try to kill and eat the few Antalians who ever find their wilderness homes.

Azcan Empire

Technology: Iron Age.

Life-Style: Heavily organized and regimented city-dwellers and village-dwellers.

Population: 3,000,000 divided among several larger cities and innumerable individual villages and farms.

Outer-World Origin: Northern Continent (Atruaghin Area), ca. 3,000 BC.

Description

The Azcan lands are tropical rain forest. The land is flat, not at all hilly, and thickly overgrown with straight, leafy trees reaching high into the sky. They do not blot out the sun; plenty of reddish sunlight reaches the forest floor. The trees are hung with vines, and the forest floor is overgrown with underbrush, ferns, and creepers.

Here, the air is warm and humid, and it rains regularly—reliably, once per sleep.

The Azcan lands graduate to lighter forest and plains in the north, northeast, and east. Southeast, it turns into dark, forbidding swampland. Due west is the ocean the Azcans call the Aztlan, which others call the Atlass. To the south, the land becomes hilly and *very* rich with gold. Beyond, farther south, are the hills of the Schattenalfen.

The country is dotted with cities and villages, connected by an elaborate web of rivers, canals, and earthen roads. Travel is by foot on the roads, by canoe or raft on the waterways. We describe one such city below, under *Chitlacan*.

The land is also heavy with farmlands. Great tracts of forest have been cleared and plowed, and fields of maize, beans, peppers and other crops flourish. They are often surrounded by wooden fences and light stone walls, scarcely a deterrent for the types of dangers that wander the forest.

The land is heavy with the common monsters of the Hollow World, the dinosaurs, which prowl the forests. The herbivores usually content themselves with eating leaves, bark and underbrush, and stomping the occasional human who gets too close. However, they sometimes wander into the cultivated fields of the Azcans, grazing through the farmlands, often heedless of the efforts of the farmers to chase them back out. The carnivores hunt the herbivores and one another, and sometimes wander out of the deep forest and into the outskirts of the human communities, looking for a quick snack.

Other monsters and animals of the Azcan lands include the jungle cats such as jaguars and ocelots, animals with which the Azcans particularly identify, and forest monkeys.

A special danger in the Azcan lands is the *flying viper*, a deadly winged snake which is the symbol of the Immortal Atzanteotl. The forest also abounds with birds of every description and coloration.

The Azcans

The people of this land are the Azcans, an ancient race from the outer world.

The Azcans are small, strong-looking copper-skinned people. Most have brown or black hair and brown eyes; they often have prominent, beak-like noses. The men wear their hair shoulder-length, and women wear theirs to the smalls of their backs or lower; both sexes often wear headbands.

Lower-class Azcan men wear nothing but off-white linen breechclouts; the women wear plain off-white shifts (simple, short tunic-like dresses). Many wear leather thong sandals.

Higher-class Azcan men wear breechclouts and sandals of ocelot fur; higher-class women wear shifts dyed in a variety of colors, especially red or turquoise blue. They also wear a lot of jewelry and ornamentation: Headbands, earrings, decorative feathers, and armbands especially. These are made of finely-wrought gold for which the Azcans are famous, and are often imbedded with precious and semiprecious stones; they are best known for their blue-green turquoise and brilliant green emeralds. Rounding out their outfits are ornately-embroidered, brightly-colored, feather-lined capes.

The Azcan king wears the clothes of the higher-class Azcan male topped off by a striking headdress of red feathers.

The Azcans carry spears, bows, and daggers as their weapons of choice; in times of war, they don leather armor and carry shields.

Their language is Azcan. (Actually, it's the Oltec tongue, but the Azcans did much more to spread it through the outer world and Hollow World than the Oltecs, so it is remembered as Azcan.) There is a colorful, pictographic written form of the language.

They also speak Neathar, though when dealing with captives they will only speak Azcan, brutally "insisting" that the captives learn their tongue as swiftly as possible.

Customs

The Azcan nation is no loose confederation of clans or tribes. It's an empire, a powerful theocracy whose king is always a cleric of the Immortal Atzanteotl. All princes of the blood must become clerics of Atzanteotl, or nothing—they would otherwise be stripped to the rank of commoner. Since few princes are born with the sort of wisdom necessary to become clerics, Azcan kings have many children on their wives and concubines and later demote most of them to the rank of commoner. Princes are sent out to act as rulers of the lesser cities and larger villages; eventually the king, with the blessing of Atzanteotl, will choose his successor from among them.

Not all nobles are clerics of Atzanteotl, though all those who have a sufficiently high Wisdom score are, and these have more stature than the other nobles. Next in rank are the noble magic-users, and then the noble fighters and normal men.

At the bottom of the ladder, of course, are the commoners. Of the commoners, the warriors serving the king have the most stature and political power. On the other hand, craftsmen and merchants earn better livings than the warriors. Lowest of all are the farmers and servants. Nobles do not marry commoners, but often take them as concubines.

The nation itself has always, in the more than four thousand years of its history, been hard and warlike. They conquered surrounding people and worked them as slaves. They played brutal games where the losing teams were killed.

Now, because of the machinations of Atzanteotl, the Azcans are a terribly cruel race. Most of

the lower class is not truly cruel; they have no interest in anything but easing their lot. But most of the upper class could truly be considered cruel and evil, devoted followers of their dark Immortal patron.

The Azcans practice ceremonial sacrifice. The people they conquer and capture no longer end up as forced labor: They are taken to the tops of the temples to Atzanteotl, where their hearts are cut out of their bodies and then ceremonially burned in porcelain bowls. These ceremonies are necessary (or so the faithful believe) to keep the sun burning.

The commoners of the Azcans have no rights, only duties. They may wear only plain clothes of white. They must work as farmers and servants to the ruling class, who may kill them without fear of punishment. Among the Azcans, just about any offense committed by a commoner is punishable by death by sacrifice.

Among the Azcans, noblewomen wield a lot of influence with the noblemen, but all political power is officially vested in the men. Men may take one wife and numerous concubines.

The chief Immortal patron is Atzanteotl. His worship is compulsory throughout the empire. There are distant Azcan cities where the previous Azcan patrons Kalaktatla and Otzitiotl are still worshipped, and where their worship is reluctantly tolerated.

The Azcans do not mint money; all their trade is barter.

They do not use the wheel; they had not discovered its use before being transported to the Hollow World, and they disdain its use now. They have canoes and commoners to transport their goods. Though the Empire reaches the western ocean, they do not build larger boats or sail the seas; they are scared of travelling on the open water.

There are very few thieves among the ruling class, while there are many thieves among the common class.

The Azcans are interested in the astronomy of the Hollow World and carefully measure the passage of time. They believe that the history of the world includes four dates of monumental importance. The first was when the Azcans "conquered" (actually, just separated from) the Oltecs; the second was when the world changed and the Azcans found themselves in this new world; the third was when the Immortal Atzanteotl appeared before them and turned them away from the "heretical" worship of Kalaktatla and Otzitiotl; and the fourth will be when the Azcans have conquered all the world and will receive their ultimate reward from the Immortal. The fourth date, of course, has yet to occur.

The Azcans mummify their noble dead and entomb their bodies; commoners are simply buried. They believe that they will be reincarnated, as Azcans of course, and that they will continue to serve Atzanteotl from life to life.

Tlachtli

Azcan commoners are forcibly recruited to play a game called *tlachtli*. It is played in a walled court; a white line painted on the clay court surfaces bisects the playing field. Mounted high on the end walls are stone hoops. They're not horizontal, like basketball hoops; they're vertical.

Into this field go two teams of six players each. The players wear leather gloves, a leather cap, and a leather cuirass: Heavy hide hung from shoulder straps and protecting the torso, stomach and hips. (This counts as AC 7 leather armor.)

The players' goal is to get a heavy rubber ball through the stone hoop at the opposite end of the court from where they start the game. Getting the ball through the hoop is very difficult: Treat it as a missile attack vs. AC 0. One ball through the hoop means the team wins the game.

It's a rough, brutal game where the players are allowed to use any means to keep one another from making the hoop. They slam into one another, knock each other down, exchange blows, strip the ball from one another, *bounce* that heavy ball off one another (doing 1 point of damage plus strength bonus), and otherwise are very violent in their efforts to win.

Each cycle (year) is a new playing-cycle of the game. In the early part of the season, new players are recruited from their farms and trained in the game (many already know how to play, as it is a popular sport practiced by children). They are organized into teams. Each group of villages has a team, each lesser city has its own team, and larger cities may have several, with each team representing one area of the city.

In the middle of the season, the teams play one another; the nobles put up prizes, often jewelry, which the winning team gets.

Toward the end of the season, things get serious. The prizes and stakes get bigger. The teams are better trained. The competition gets more fierce. And soon enough, the seasonal tournament takes place. The eight leading teams participate in a single-elimination tournament of three rounds: Quarterfinals, semifinals, and finals.

And these finals are *final*. The winning team of each round earns great prizes and treasures. The losing team of each round is executed, sacrificed to Atzanteotl.

If you'd like to have your PCs captured by the Azcans, but don't want them to be sacrificed immediately (the usual fate for captured foreigners), you could have a clever, ambitious Azcan noble decide to put them on a tlachtli team instead. They would be stripped of their weapons and very heavily guarded in the early part of the season. Later, they might find the opportunity to escape; or, lured by the possibility of earning riches, they might actually decide to play the season to its conclusion. (Naturally, since they are foreigners, their patron will betray them; once

they've won their last game, he'll try to take their treasures and have them secretly killed.)

Chitlacan

The capital city of the Azcan empire is Chitlacan. It is built on an island near the western shore of Lake Chitlaloc, and onto the shore of the lake.

Chitlacan is a thriving metropolis of 200,000 residents. Of this number, some 10,000 are nobles; the rest are commoners.

The main part of Chitlacan is the central part of the island of Chitlacan. The buildings there are made of heavy blocks of regular dressed stone. These buildings include stepped pyramids and temples dedicated to the Immortal Atzanteotl, and the magnificent dwellings of the noble families. The dwellings are built along a common plan: Square one-story buildings, or composed of connecting squares, with each square containing a courtyard open to the sun in the middle.

Surrounding this central area is a slightly less grand area where lesser nobles and better-off merchants and craftsmen live. Here, the homes are built of adobe brick, either plastered white or washed red with pumice coloring.

The streets here are very broad, paved, and clean-swept. All over the island, in amongst the noble buildings, trees are allowed to grow.

The island is connected to the near shore by a long wooden causeway. On the shore is the main part of the city, where the vast majority of the common folk live.

Here, some of the houses are made of adobe brick, usually unpainted. The vast majority are made with wattle-and-daub walls and have thatched roofs.

The lives of the common Azcans are so regimented that the city, seen from afar, looks like a human ant's nest. Constant streams of white-breechclouted workers carry an unending flow of food into the city, bearing their crops in baskets carried on their backs. Equal streams head back out of the city; they'll be bringing in more crops the next day.

Continual canoe traffic along the river and across the lake does the same, bringing crops from farms upriver.

Warriors are always to be seen marching into or out of the city, headed off toward more distant garrisons or returning with prisoners worthy to be sacrificed on the Pyramid of Atzanteotl.

The map on page *30* shows the island, or noble, quarter of Chitlacan. Some of the features of this area include:

(1) The Pyramid of Atzanteotl. The largest, most impressive building in Chitlacan is the pyramid where the sacrifices to Atzanteotl take place. It is a stepped pyramid in the Azcan fashion, built of hundreds of tons of mud-brick and made up of five levels, or steps.

It is 200′ tall, 400′ long along each edge of the base. At the top is a shrine to Atzanteotl: A small cubical building, outside of which is the sacrificial altar and the sacrificial basin. The shrine has steps leading down to the pyramid's interior, which is made up of worship chambers and treasure-filled rooms dedicated to the Immortal Atzanteotl.

The pyramid overlooks the great boulevard which is the main route of traffic through Chitlacan; at the pyramid's base, the boulevard widens out into the Grand Plaza.

This Pyramid is actually a shell—a layer of stone and brick built over the previous Pyramid of the Sun, a pyramid dedicated to the Immortal Otzitiotl. Rather than destroy the previous pyramid, the ancient cleric-kings of the Azcans used it as a foundation for a greater structure dedicated to Atzanteotl.

Squads of warriors guard the Pyramid of Atzanteotl at all times.

(2) The High Pyramid. The second-largest pyramid in the city is called the High Pyramid. It, too, is dedicated to Atzanteotl. But sacrifices only take place here when there are so many sacrificial victims in the city that the king feels like "sharing his wealth." The High Pyramid is only 160′ tall and about 300′ at the base.

It was, more than two thousand years ago, a secondary pyramid dedicated to Otzitiotl in his aspect as a patron of healing medicine. When Atzanteotl became the dominant Immortal of this race, his clerics killed down the clerics of Otzitiotl and rededicated the pyramid to their Immortal.

Like the bigger pyramid, this pyramid is constantly guarded by squads of warriors.

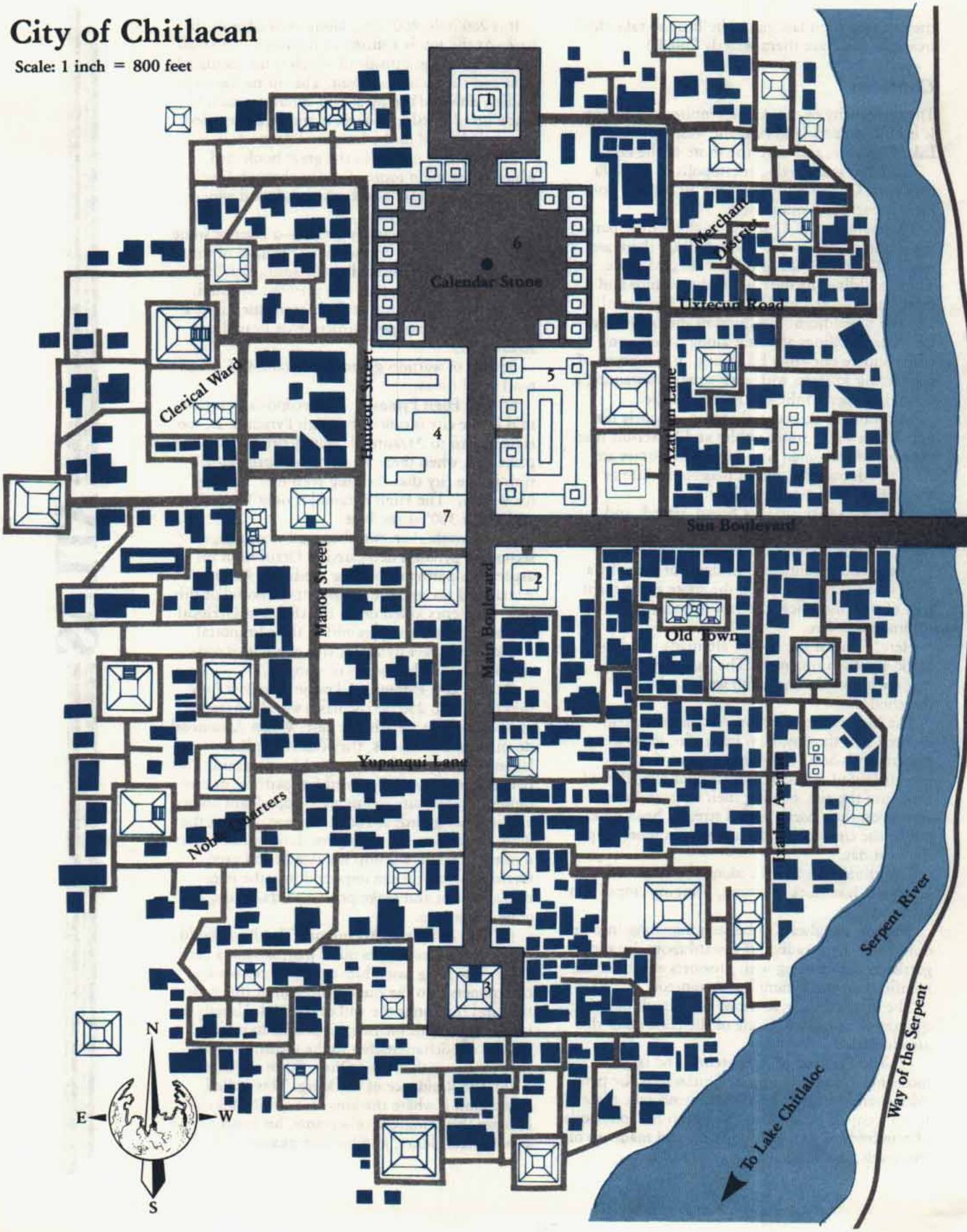
(3) The Low Pyramid. Likewise, the Low Pyramid (120′ tall, 250′ at the base) was the pyramid of Kalaktatla in the distant past. When Atzanteotl dominated the Azcans, they cast down Kalaktatla's clerics and rededicated his pyramid. This pyramid is almost never used for sacrifices or ceremonies; its treasure rooms are stripped and empty, and it is not guarded. For this reason, during the daily rains when the skies grow dark, furtive commoners who still worship Kalaktatla and even Otzitiotl sneak up the steps and into the pyramid's interior and make prayers to those long-gone Immortals.

(4) The Temple of Atzanteotl. This huge building is where ceremonies other than sacrifices take place. The King assembles crowds of nobles and commoners into the huge main hall of this structure and interprets the will of the god. Usually, he is calling for war, inciting his people to march against the Schattenalfen to the south, the Neathar to the north, or the Oltecs far to the east.

(5) The Residence of the King. This walled compound is where the king, his family, his concubines, his hundreds of servants, his hand-picked subordinate clerics, and his elite guards all live.

City of Chitlacan

Scale: 1 inch = 800 feet



(6) The Grand Plaza. This plaza is dominated by the bulk of the Pyramid of Atzanteotl and is surrounded by a series of much smaller, decorative pyramids about 40' high.

At various places around the Plaza are high wooden racks made up of hundreds of cubicles about 1 1/2' square. Each cubicle, open to the Plaza, contains a decaying human head, the head of one of the Pyramid's sacrificial victims.

The Grand Plaza is a market-place most of the time. Throngs of merchants sell jewelry, herbs, chocolate and vanilla, cooked and uncooked foods, fruits, produce, weapons, and many other items.

In the center of the plaza, placed atop a short obelisk, is *The Calendar Stone*. This is a carved stone disk fifteen feet in diameter, and bearing the image of the calendar used by Azcan astronomers.

The design of the stone is carved in four concentric rings surrounding a central design. That central design is a representation of the face of Atzanteotl. It doesn't look much like the true Atzanteotl, having fuller cheeks, more Azcan lips, and a more prominent nose than the true Immortal, but that's whom it represents. (The original Calendar Stone, carved thousands of years ago, bore the face of Otzitiotl, and was dedicated to him. The Azcans tried to destroy that stone, but couldn't; it was made unbreakable by Otzitiotl. So, they have rolled it away and buried it in the ground at the rear base of the High Pyramid.)

The first ring out from the face is divided into four parts. Three of them bear inscriptions in the Azcan tongue; these inscriptions are the three great dates of Azcan legend which have already come true. The fourth section of the ring is blank, since that date has not come to pass.

The second ring is carved with Azcan pictographs, each representing a precious material such as gold, emerald, and turquoise, and is (to these greedy modern-day Azcans) a prayer for the acquisition of more of the same.

The third ring from the center is carved with more symbols, in this case the actual astronomic information by which they can calculate the positions of the Floating Continents and the date. (The original Calendar Stone had markings which the Hollow World Azcans could not use; they referred to the positions of the sun, moon and stars of the outer world.)

The fourth, outermost ring consists of two flying vipers, their tails twining at the bottom of the stone and their heads meeting at the top.

All in all, it is an incredible piece of sculpture.

(7) The Tlachtli Court. The King and his court attend the games held here, especially those games ending each tlachtli season.

Other Cities

The five largest Azcan cities other than Chitlacan include:

Atacantli. This northeastern city is the main city bordering the lands of the Neathar. It is the principal site for the launching of expeditions against those people and bringing back Neathar prisoners for sacrifice. *Ruler:* Prince Oaxapotli, second (surviving) son of the King. Oaxapotli is a fat, gross individual who does no real work and makes few decisions. He is not likely to be the next King of the Azcans.

Huitlaktima. This beleaguered city is on the western shore. It is a trade city, where ships from the Milenian Empire and more distant lands come to trade goods. It is also charged with the defense of the empire from attacks from the west. However, the city is the frequent target of pirates from the Merry Pirate Seas. Its army can cope with genuine invasions, but hit-and-run piracy baffles and frustrates them. *Ruler:* Prince Tlachtatlatlan. The King's third (surviving) son is eager to serve his father but is hopelessly incompetent. He hates and would like to compete with his eldest brother Toziltipac for the throne of the Empire.

Tenpocatliotl. This southern city is the second-largest in the Empire. It is near the hilly border with the Schattenalfen. Here are the garrisons which launch attacks on those elves and which protect the hundreds of mining camps and villages in the hills. These hills are rich with gold, and though most of the gold is sent on to Chitlacan, much of it does stay here; Tenpocatliotl is the second-richest city in the Empire. *Ruler:* Prince Toziltipac. He is the oldest son of the King. Like his father, he is cruel and efficient. Unlike his father, he burns with the rages and hatreds taught by Atzanteotl. It is believed that he will be the next ruler of the Empire.

Titlapoca. This northern city is far away from the tight-fisted dominance of the capital city. It is the northwestern garrison responsible for sending out expeditions against the Neathar farther north; the Neathar are not particularly strong there and this is an easy border to defend. Here, there are actually temples and small pyramids still dedicated to Kalaktatla and Otzitiotl, and most of the population still worships those two Immortals . . . even though they do perform the obligatory ceremonies to Atzanteotl. *Ruler:* Governor Otziltipac. (The king has only four clerical sons, and so assigned the rulership of this city to a nobleman not of his family.) Otziltipac is not a cleric of Atzanteotl; in fact, he is not in his heart a follower of that Immortal, but must pretend to be in order to maintain his position in the Empire.

Yuzihuapac. This is a dreary Azcan city on the verge of the Malpheggi swamp. It is more humid than other Azcan cities, and fights a constant battle with the encroachments of the vegetation of the swamp. It is the southeastern bastion of the Empire, charged with keeping the Malpheggi lizard men out (and meeting with those of the lizard men who will work for the Azcan) and

launching expeditions against the Oltecs and southwestern Schattenalfen. *Ruler:* Prince Azcotica, youngest (surviving) son of the King. Azcotica is a fervent hunter and often goes out on dinosaur hunts. He received the rulership of this rotten community because he was youngest; he is a good administrator and could shape up into a competitor with Toziltipac for eventual rulership of the Empire. He got along well enough with his eldest brother until they were assigned distant cities to rule; now, with the throne of the Empire at stake, they have become competitors and enemies.

History on the Outer World

Once upon a time on the outer world, more than 5,000 years ago, a copper-skinned race whom the scholars call the Oltec Men slowly developed civilization. Various hill-and mountain-dwelling Oltec Men tribes united, conquered surrounding tribes, built great cities, conquered more distant tribes, and eventually ended up ruling a broad stretch of forest and jungle on the northern continent of the outer world.

Some of the tribes of people who were conquered, assimilated, and educated were the Azcans. Before the Oltec conquest, they'd been very primitive warlike tribes living in forest flatland. After centuries of being part of the Oltec empire, they retained their warlike aggressiveness and had learned many of the Oltec arts.

And they were still resentful at being conquered. Eventually, they were powerful enough that they could declare their independence and launch an army against the Oltecs. The resulting war ended in victory for neither side, but the Azcans stayed independent.

They, like the Oltecs, worshipped the Immortals Otzitiotl and Kalaktatla. But they were unlike the Oltecs in many other ways. Their architecture was different: They built houses around courtyards, designed mighty pyramids, and performed other engineering feats appropriate only to flatland territory. They liked warfare much more than the Oltecs, seeing it not just as a necessary tool but as something that all humans must do. They enslaved prisoners. They sometimes destroyed conquered races, whereas the Oltecs had always just assimilated them. They developed their own empire to rival the Oltecs' and set about on a centuries-long campaign to destroy their hated enemies.

That campaign wasn't resolved in any normal fashion. The explosion of Blackmoor in BC 3,000 and the resulting changes to the world interrupted the war. The sudden changes in the Azcan and Oltec climate forced both races to see to their own needs first and to the war second. But neither race was very successful at dealing with the rapid cooling of their forests and jungles.

At the time, it looked as though both cultures would be wiped out by the catastrophe. The Immortals Ka and Ixion transported the majority of both races to the Hollow World, placing them in lands similar to their outer-world homelands, and close enough together so that they could interact as they had been doing.

History in the Hollow World

The Azcans renewed their wars with the Oltecs, but found they had many more enemies to deal with. In particular, the Neathar men were more numerous here than in their lands of the outer world, so they had to be dealt with.

An event took place around BC 1,650 which was to dramatically affect the Azcans, though they didn't realize it at the time. Atzian, an elf-king who survived the bad years after the Glantrian explosion of BC 1,700 found his way through the crust of the world and emerged at the city of Chitlacan. He was fascinated by these people, by their ferocity, architecture and culture. Using his magical powers to remain undetected, he studied the Azcans for years before moving on and undertaking his personal quest for Immortality.

Within a century and a half, he'd earned that Immortality in the Sphere of Entropy. He decided now to bend the Azcans (and the Shadow Elves, descendants of his own people, the Glantrian elves) to his will. He seduced and corrupted the Azcan king, promising him power and glory, and was able through promises and demonstrations of power to swing the worship of the hard-hearted Azcans from Otzitiotl and Kalaktatla to Atzanteotl—Atzian's name as an Immortal. He insisted that the Azcans abandon this process of taking slaves and instead sacrifice all outsiders. (This wasn't a custom new to them; certain cities had always sacrificed victims to Otzitiotl. Atzanteotl just insisted that it become a nationwide custom, devoted to him.) And he insisted that the Azcans continue to make war on surrounding races, to further their empire until they controlled the Hollow World.

As time went on, other races arrived in the Hollow World; especially hated were the Schattenalfen, who appeared about 2,400 years ago. The dark, clerical Azcans and the pale, magical Schattenalfen hated one another on sight and began an intermittent war whose ferocity exceeded that of the Azcan-Oltec conflict. Though Atzanteotl also guided the Schattenalfen, he didn't mind them fighting with the Azcans; he'd never let them wipe one another out, and the warfare fueled hatred which he found useful.

Gradually, the Azcans gained the upper hand in the war with the Oltecs. They drove the Oltecs back farther into the hills and put a stop to any dreams of a new Oltec empire. Now, though the Azcans are far from conquering the Oltecs, they have them at a distinct disadvantage in strength and population.

Relations With Other Races

The Azcans hate everybody, but they aren't at war with everybody. Not yet.

They hate the Neathar and Schattenalfen, and are constantly fighting with them.

They hate the Oltecs, but don't bother with them as much as the Schattenalfen.

They hate the Traldar from the south, who have for two thousand years been sending pirate expeditions against them. But the Azcans don't sail and can't send naval expeditions against the Traldar; and the Schattenalfen are between the Azcans and the Traldar by land. So, the Azcans are having no luck at ridding themselves of southern pirates.

They hate the Malpheggi lizard men settled into the southeastern swamps 1,500 years ago. However, they find the lizard men useful. Many of these intelligent reptiles hire their services to the Azcans and act as guides and warriors in expeditions against the Oltecs.

And they hate all humanoid races, but occasionally employ cavalry units of the Krugel Horde for expeditions against the plains Neathar.

NPCs

If the PCs reach the Azcan lands, they will inevitably hear about or even meet the Azcan king, Moctitlapac.

Moctitlapac, the King

History: Born 50 years ago, Moctitlapac was the youngest son of his father—the youngest, that is, who was capable of becoming a cleric. Moctitlapac was also the most ruthless of his father's sons, and arranged for accidents to kill all the other contenders for the throne of the Azcans. One brother fell down the full length of the Pyramid of Atzanteotl and broke his neck; another was crushed when the rope tackle lifting a huge block of dressed stone snapped; and so on. The first murder took place when he was only 14, and by the time he as 18 he was the sole surviving claimant.

Personality: Moctitlapac, though a cleric of Atzanteotl, really does not care about his Immortal. His ambitions are all personal. He wants things for himself: Power, gold, jewels, the right to kill whomever he pleases whenever he pleases, women, more gold (he really likes gold), etc. Atzanteotl knows that Moctitlapac is not devoted to him, but does not care; as long as the king does a good job, he will remain the king and high priest.

Appearance: Moctitlapac is only about five and a half feet tall. He is well-muscled, perhaps could even be called burly. His eyes are hard and small, and his face is pitted with the marks of a childhood scarring disease. He carries a stone-tipped club which has all the characteristics of a war hammer; it was a gift from his Immortal patron.

DMing Notes: Moctitlapac is pure evil. If the PCs are dragged before him, they are destined to have their hearts cut out on the top of the Pyramid of Atzanteotl, unless something remarkable occurs. Some such remarkable thing might be the intrusion of an Azcan magic-user, perhaps the daughter of the king, who uses magic powers to free the PCs so they can lead a village full of Otzitiotl-worshipping Azcans out of the Empire and to comparative safety in some distant land. Naturally, such an escape would make Moctitlapac their enemy for life, but it's better than being dead.

Combat Notes: 18th-level cleric; AC 9; hp 52; MV 120′ (40′); #AT 1 war hammer or magic; Dmg 1d6+4, or by spell type; Save C18+2; ML4; AL C. S13 I11 W17 D9 Co14 Ch10. Languages: Azcan, Neathar. General Skills: Military Tactics (I), Danger Sense (W), Detect Deception (W), Honor Atzanteotl (W), Alertness (D), Hide in Shadows (D), Stealth +1 (City, D+1).

Spells Carried: 1st level—*cause light wounds* x3, *detect good, detect magic, darkness.* 2nd level—*blight* x2, *find traps* x2, *resist fire* x2. 3rd level—*continual darkness, cause disease, growth of animal, locate object, striking.* 4th level—*animate dead, cause serious wounds, poison, sticks to snakes.* 5th level—*cause critical wounds* x4. 6th level—*barrier* x2, *speak with monsters* x2. 7th level—*earthquake, unholy word.*

Magical Items in Possession: *war hammer +3.*

Typical Prince

Combat Notes: 9th-level cleric; AC 9; hp 35; MV 120′ (40′); #AT 1 by weapon or magic; Dmg 1d6 or by spell; Save C9+2; ML8; AL C. Spells: 1st level—*cause light wounds, detect magic, darkness.* 2nd level—*blight, resist fire, speak with animals.* 3rd level—*continual darkness, cause disease, striking.* 4th level—*cause serious wounds, dispel magic.*

Typical Tlachtli Player

Combat Notes: 3rd-level fighter; AC 6 (leather armor and dexterity bonus); hp 17; MV 120′ (40′); #AT 1 barehanded; Dmg 0+2; Save F3; ML10; AL N. S16 I10 W10 D13 Co12 Ch11. Languages: Azcan, Neathar. General Skills: Wrestling (S), Profession (Farmer, I), Profession (Tlachtli Player, I), Acrobatics (D).

Typical Azcan Warrior

Combat Notes: 1st-level fighter; AC 6 (leather armor and shield); hp 8; MV 120′ (40′); #AT 1 spear; Dmg 1d8; Save F1; ML7; AL N.

Monsters

The monsters which the PCs are most likely to encounter in this region include jungle cats (use the stats for the mountain lion great cat from the *Basic Set*), all forest and jungle-dwelling dinosaurs and the flying viper (see the Monsters chapter of *The Adventure Book*).

Beastmen Wastes

Technology: Iron Age.

Life-Style: Igloo-dwelling polar hunters and fishermen.

Population: 100,000 divided among hundreds of small villages.

Outer-World Origin: North Pole, ca. BC 2,400.

Description

The Beastmen Wastes are the icy lands closest to the North Pole.

These harsh, forbidding lands are permanently ice-crusted seas; dig down far enough and you will inevitably encounter near-freezing sea-water. Though the red sun is visible, because it is not a true sun but rather a gate to the Elemental Plane of Energy, its energies are not directed as strongly at the pole as they are toward the temperate and equatorial zones. In good weather, the air is still and very, very clear; one can view rolling, sharp-edged icy lands as far as the eye can see. In bad weather, the wind shrieks through like howling banshees, bringing clouds and fog-banks to blanket the sky, and freezing skin within minutes. It is not accommodating, comfortable territory.

Though it is a dangerous climate, it is inhabited by polar bears, arctic wolves, walruses and seals, and the ancient humanoid race of Beastmen.

The Beastmen

The Beastmen are descendants of the Beastmen race which appeared in the northern lands of the outer world in the centuries before the Great Rain of Fire.

The original Beastmen were all reincarnations of evil beings. Modern Beastmen are not. They are a cruel and often brutal race, but they are no longer a species suffering for the evils they performed in earlier lives.

The Beastmen are humanoids, meaning that they tend to have two arms, two legs, a torso and a head, and usually walk upright, but that's about the only consistent description one can make of them. The Beastmen don't breed true from generation to generation. A Beastman standing 5′, weighing 130 lbs. with green skin, pointed ears, firm yellow teeth, and no hair might mate with a Beastwoman looking very much like him . . . but their spawn will not look like the parents, and will not look much like one another. The first whelp could grow up to be a 7′ gray-skinned ogre-like man-thing, while the second could be a 3′ yellow-skinned goblin-like creature, and the third could be nearly human in appearance.

Therefore, heroes encountering a band or a village of Beastmen might not initially realize that they are confronting one people; they'll probably believe that these Beastmen are a loose association of humanoids of different races.

The Beastmen, in their native territory, wear thick, insulated pants, boots, and hooded parkas (jackets) of fur—bear, wolf, walrus and seal hides are used for Beastmen protective clothing.

The Beastmen carry spears, harpoons and short knives, usually made with iron blades gotten in trade from more southerly peoples. The Beastmen trade furs to lands in the south in return for iron implements and occasional slaves and exotic goods.

Beastmen speak their own language. They call themselves and their language Grruuk, but almost all other races refer to their language as the Beastmen tongue. Beastmen also speak Neathar, the most common language of the Hollow World. There is no written form of the Beastmen language.

Customs

As mentioned, the Beastmen were once all reincarnations of evil beings. Since the Beastmen came to the Hollow World, that magical interference with their nature has ceased. Now, they are no more evil or good than any other race, though their harsh environment and ancient traditions have given them a crueler, more practical culture than many races.

The Beastmen are interested in only a few things: (1) Surviving; (2) Making little Beastmen; and (3) Demonstrating great prowess with arms. So when they are not hunting for their food and propagating, they are training with weapons, making raids on surrounding villages and tribes (both Beastmen and non-Beastmen), and going on what they consider glorious quests.

The greatest heroes of the Beastmen are the (very few) great warriors who have killed polar bears in single combat. And while most Beastmen are content to stay in their ancestral lands near the north pole, a few hardy warriors do make epic quests southward. Some go south just to wander and explore for a few years; others go to find themselves an exotic, beastly mate to drag back to the Beastmen Wastes; some few (usually exiles and obsessed Beastmen heroes) leave the Wastes behind them forever and go forth to found their own clans or nations in the warmer lands to the south.

Because the Beastmen are hero-worshippers and revere combat and hunting abilities, village kings are chosen by combat. A Beastman (male or female) who wishes to be the new ruler challenges the current ruler. If the current ruler is ill or injured, he can appoint someone to fight in his place; otherwise he fights the challenger. The

winner is the ruler.

However, adequate Beastmen rulers tend to hold onto their icy thrones for several years at a time. A good ruler won't face many challenges in his lifetime. A bad ruler will face many.

With few entertainments available to them, the Beastmen have become accomplished storytellers; they love a good story, especially tall tales of incredible fights or struggles against nature. However, the teller had best be able to produce some physical proof of his tale (a tooth taken from the bear he slew, or claw-marks left on his hide from the dragon he fought, and so forth) or he's likely to receive mockery and a friendly beating from his audience.

To the Beastmen, prowess as a hunter and a fighter matters more than any other trait. This means a Beastman's rank in society is determined by his reputation as a hunter or fighter (even if he is now too old to sustain that reputation; older Beastmen heroes teach the younger generations their tricks). This means that among the Beastmen, males and females enjoy roughly equal rights—a huge, formidable huntress will have a rank in the clan equal to a huge, formidable hunter, while a small, skinny scholar of either sex will have much less status.

The Beastmen live in igloo-like ice dwellings. They have become very accomplished at digging out and building these dwellings, which are often large enough to accommodate dozens of family members. (They don't build huge single domes; an extended family's igloo dwelling will consist of several ice domes linked by several ice tunnels.)

Player characters coming across a Beastmen village may be surprised at the way they receive the PCs. The Beastmen won't attack them if they don't attack the Beastmen. They will, in fact, welcome the PCs, at least for a while.

The PC traveller will be invited to spend one sleep (equivalent to a day's worth of time) among the Beastmen. He'll be given one hearty meal, probably of fish, seal-meat or even whale-meat. If he speaks any Beastman or Nithian, the PC will understand the boasting stories told by the Beastmen, and will be encouraged to tell his own tall tales. This may result in incredulous Beastmen challenging the storyteller to a friendly contest: A challenge of arms, a contest as to who can kill the polar bear fastest, and so forth.

If the PC is a humanoid (orc, goblin, ogre, etc.) of a high Charisma (13 or higher), or is a human, elf, dwarf, halfling or gnome of particularly low Charisma (a Charisma score of 3-7), he will find himself the subject of much amorous attention from Beastwomen of the tribe; likewise, a high-Charisma humanoid, or low-Charisma human or demihuman female will find herself very attractive to the Beastmen. (This is a situation with a lot of comic potential: Don't let such an opportunity slip away!)

If the PCs were just "passing through," the Beastmen will bid them farewell the next "day." (One or more particularly adventuresome Beastmen may decide to accompany them south.) If the PCs want to stay around for awhile, they'll be expected to hunt alongside the Beastmen—that is, to pay their own way by bringing in food for the tribe.

Naturally, if the PCs are hostile when first they meet the Beastmen, they'll receive hostility in turn.

The Beastmen of the Hollow World are mostly followers of the Immortal Ka, primarily because he is the only Immortal who concerns himself with them, grants powers to their shamans, etc.

History on the Outer World

The Beastmen first appeared on the outer world around BC 4,500—five and a half millennia ago. They didn't evolve naturally: They were created by Hel, an Immortal of the Sphere of Entropy, to house the reincarnated spirits of evil beings. Because of this, they were a savage, brutal, chaotic race interested only in fighting with and destroying more civilized races, such as the human Blackmoor race to the south.

Like today's Hollow World Beastmen, these creatures did not breed true. Whelps did not usually resemble their sires and dams. This was a result of the chaotic magic that had been used to create them.

About a thousand years after the first appearance of the Beastmen, the high priests of the human Blackmoor civilization began a crusade to wipe the Beastmen off the face of the earth. Over a period of three hundred years, the Blackmoor crusades drove the Beastmen farther and farther north, but the Beastmen adapted to the polar climes and thrived there.

A couple of hundred years after that, the Blackmoor humans blew themselves up in the Great Rain of Fire. In Beastmen legend, this was a very happy period—a Golden Age. The humans had been destroyed by the will of the Immortals, leaving the entire world to the Beastmen (or so the Beastmen thought), and the wild changes to the climate and weather brought on by the Great Rain of Fire are fondly remembered as times of "interesting weather."

The explosion which destroyed Blackmoor actually changed the tilt of the planetary axis, rotating the Beastmen territories into what would eventually become temperate zones. Those zones gradually warmed, and the Beastmen decided they actually preferred the colder climes . . . especially as it became obvious to them that humans had returned to the world. So they migrated to the new North Pole. Actually, there was no actual land at the Pole: Instead, there was the fog-wrapped lip to the Hollow World. But the Beastmen did not realize they were settling upon the opening to a great new world, and did not migrate into the Hollow World.

By this time, the Beastmen were beginning to breed out the most chaotic strains of their genetic patterns—in other words, they were starting to breed true. A whelp usually had some traits in common with its parents.

Certain Immortals, including Ka the Preserver, considered the original Beastmen to be an interesting race and decided to preserve it as such.

Ka inspired a charismatic Beastman to lead a colonizing expedition farther north, into the forbidding fogbank that concealed the top of the world. Ka inspired many other Beastmen to follow that leader. And when this Beastmen and his followers began their grand march northward, Ka magically altered them—restored them to their original genetic patterns, and made those patterns permanent. This slightly-modified Beastmen race was now like the original Beastmen, with their chaotic breeding patterns preserved. This race of Beastmen would never breed true: No whelp could ever be expected to have traits similar to its parents.

History in the Hollow World

The colonizing party headed farther and farther north . . . or so it thought. In actuality, it curved around the lip at the top of the world and "descended" into the Hollow World, eventually emerging from the permanent fog bank which shrouded the North Pole.

What they saw amazed them: The sun was now red and night never came; the horizon was gone, never to return.

The Beastmen spread out and settled this virgin, icy wilderness. Only animals lived here; the Antalian humans and Icevale elves had not yet settled into the arctic lands south of the pole. So the Beastmen grew populous and strong as a people and became the dominant force in the lands around the North Pole.

Eventually, other races came, humans and elves. They came from the south and settled in the south. The Beastmen defended their lands from these intruders; their natural warlike abilities and the sheer inhospitability of the Beastmen Wastes have ensured that no other race could conquer these polar lands.

Unlike many races in the Hollow World, the Beastmen do not believe that the world was "changed." They know they came from somewhere else, and have a rough idea of the true shape of the world. However, most other races look on their bizarre beliefs with derision.

Relations With Other Races

The Beastmen trade with and make war against the more southerly races, the Antalian humans and the Icevale elves. They're careful not to wage war against both races at the same time; typically, they'll fight the Antalians while trading with the elves, and then fight the elves while trading with the Antalians. This warfare is nothing personal: It's the inevitable conflict between two warlike races who constantly have to probe one another for weaknesses.

The Beastmen live in small, separate village communities of a hundred or so members each. There are scores or even hundreds of such villages scattered around the pole, and they aren't always on good terms with one another. Villages often have feuds, or more friendly rivalries, with one another.

Though they live at the "border" to the Outer World, Beastmen almost never travel to that outer world or make contact with sentient races there. A few Beastmen heroes travel to the outer world, to explore and adventure, but they don't talk about the lands they come from; they have no desire to lead outside races to the lands they consider their own.

NPCs

This Beastman should the first of his kind the PCs encounter.

Okrobok Bearcrusher

History: Okrobok was spawned about 45 years ago and was, from the earliest times, prophesied to be a great Beastman warrior. Nearly 20 pounds at birth, he grew up to be a giant among his kind, and became a great hunter and warrior. As a young Beastman, he managed to kill one of the great white polar bears of the region, a deed now famous among his fellows. Now an adult, he is the chief warrior of his clan, his advice is listened to at Beastmen councils; he has mated and has numerous children and grandchildren.

Personality: Okrobok is past the time when he was always thinking about new challenges; he lets his adventuresome descendants do that. He's content to provide for his family and carve bone into jewelry, including beads, medallions, finger-rings, and statuettes; he will often give such items of his own craftsmanship to visitors who stay in his igloo. He did some adventuring south in his youth, as far as the plains of the Neathar, and will be happy to boast of his achievements to PCs. He is not easily stirred to anger, but will be swift and deadly in defense of his clan.

Appearance: Okrobok is huge: 7'6" in height, weighing in at 850 lbs. He has pasty green skin, a huge halo of spiky, straight black and green-tufted hair standing out in all directions, and black eyes with yellow "whites." His grinning mouth is filled with far too many sharp, sharklike triangular teeth. His parka and other items of clothing are thickly sewn with his bone carvings.

DMing Notes: Okrobok is not ever likely to leave his village. He's here to be an intimidating host or a powerful enemy to PCs reaching his

village (and he'll be in the first Beastman village they encounter). If you want to have someone like him to accompany the PCs on part of their journey, use instead his son Koblak: He has the same approximate dimensions, reddish skin mottled with white patches, and is half the experience level of his sire.

Combat Notes: 8-HD Beastman; AC 7; hp 42; MV 120' (40'); #AT 1 spear; Dmg 1d6+3; Save F8; ML10; AL N. S18 I9 W11 D10 Co17 Ch11. Languages: Beastman, Neathar, Antalian, Icevale Elvish. General Skills: Wrestling (S), Craftsman (Bone-Carving, I), Hunting +2 (I+2).

Magical Items in Possession: None.

Typical Beastman

Combat Notes: 2-HD Beastman; AC 7; hp 8; MV 120' (40'); #AT 1 spear; Dmg 1d6+1; Save F2; ML8; AL N.

Monsters

The fiercest beasts to be found in the Beastmen Wastes are the arctic wolves (from the Monsters chapter of *The Adventure Book*) and the polar bears (from the *Basic Set*).

Blacklore Elf Valley

Technology: Heavily technological, including robotics, prosthetics, flight devices and materials fabrication.

Life-Style: Indolent, served by automatons.

Population: 10,000, concentrated in one small valley.

Outer-World Origin: Grunland (Vulcania), Southern Continent, ca. BC 2,400.

Description

The Blacklore Elf Valley, near the southern polar opening to the Hollow World, is a deep, sheltered crevasse between huge clifflike walls of black rock. It runs about eight miles from north to south. A wreath of fog hangs over the length of the valley, obscuring it from view. The fog is caused by heat and moisture rising from the valley floor . . . for the valley is not antarctic tundra like the surrounding territory.

The valley, heated by underground volcanoes, is warm, luxuriant. Cut off from the sun by distance, angle and the fog belt, however, it is dimly-lit . . . or would be, if it were not brightened by artificial light. All along the valley, separated by distances of not more than twenty yards, are tall metal poles with huge, glowing glass globes at their tops. These globes give off light enough for plants to grow. The bottom of the valley is covered from end to end in short, carefully-cropped, rich green grass, soft to walk upon. There are occasional stands of trees.

The bottom of the valley is thick with buildings, of types totally unfamiliar to the PCs.

Many of them are huge, long buildings with glass sides and roofs; growing inside these are plants of all types, mostly food-plants. These are greenhouses, and inside them the atmosphere is uncomfortably hot and moist.

Other buildings are obviously dwellings, but stand anywhere from one story to ten stories in height. They seem to be made of metal exterior frames with stone surfacing, and feature incredible numbers of glass windows. Elevated walkways pass between the long lines of buildings.

And if there is a monster to be seen in this place, it is the *automaton*. This is a man-sized mechanical object. It has a roughly human head, articulated arms attached to a body something like a cast-iron stove, and moves on treads. Most of them are shiny, stainless metal; some are painted in various colors not found in nature (hot pastels, artificial orange, etc.).

Some automatons have oversized treads and a flatbed in the rear, suitable for carrying cargo or passengers; often, they are equipped with seats.

The Blacklore Elves

Then there are the people of this setting: The Blacklore Elves.

They look like other elves, though most are a bit thinner and more frail in appearance; their eyes seem a bit larger and sadder. In other ways, they are very *unlike* other elves.

They do not walk upon the grass or among the trees; they keep to the artificial surfaces of the walkways and the buildings.

These elves wear light clothing in bizarre styles. Their tight-fitting hose and boots look normal enough, though their colors often clash, but these elves obviously lavish a lot of thought on their tunics. The tunics often have asymmetrical lower hems and sleeves of different lengths, and are decorated with triangles and bands in clashing colors. Some elves seen relaxing on their rooftops are wearing few or no clothes at all.

These elves wear a variety of hair-styles, all part of their faddish habits. Some wear their hair long, some short, some straight, some curled; sometimes they stiffen and sculpt their hair-styles into a variety of forms and fashions, and just as often they temporarily color their hair with paint-on and spray-on dyes.

Very few of the elves are to be seen wearing any sort of weapon. Some actually are, but the weapon will not look like one to the PCs: It is a disk, with three nubs protruding from the edge on one side, that is worn clipped to the belt. To use it, the elf holds it in the palm of his hand, with the nubs protruding between his four fingers, and activates it by squeezing with his thumb.

This weapon is the *torch*. It is a combination flame-weapon, fire-starter, and means of illumina-

tion. When used as a weapon, it projects a blast of flame up to a range of 30′ (short range is to 10′, medium to 20′, and long to 30′), doing 1d8 damage per blast. It can also be used just to ignite things or, with the flame drastically shortened (adjusting one of the nubs changes the flame length), acts as a *light* spell to illuminate.

These people speak the elvish language, common to all elves of the outer world and Hollow World, with the Blacklore dialect. This dialect is so riddled with technical terminology referring to their technological devices that most elves will be baffled by their speech when they talk on "scientific" topics. The written form of their language is different from the written form of other elvish dialects.

They also speak the Neathar and Jennite tongues.

Customs

The Blacklore elves are descendants of the Evergrun elves who turned from nature-worship to the worship of Blackmoor technology in the ancient past. The name Blacklore derives from Blackmoor; the elves deceive themselves that they still maintain the Blackmoor sciences.

They are now very much separated from nature. They rigidly control the plant life of their valley. (Other than the elves and some pets, especially domesticated cats and tiny dogs, there are practically no animals in the valley; these elves are vegetarian.) They have a carpet of close-cropped grass stretching from one end of the valley to the other because it's pretty, though few like to walk on it; they have a few trees "to keep them in touch with their ancient traditions" (or so they think).

These elves are supported by technology, remnants of the Blackmoor science which nearly destroyed the world. Most of their needs are met by machinery: Automatons build the buildings, dig the mines and collect the ore, run the foundries and quarries, do all the carrying, fabricate the devices, cook and serve the food, transport the elves, and manage the households. The elves concern themselves with other things: Art, or what they think of as art (the current craze is welding steel rods together as a sort of geometric sculpture, and some of the buildings feature art galleries crammed with this art form and admiring crowds), Philosophy (the current great debate concerns whether fantastic dressers are likely to receive more sympathy from the Immortals), and Culture (where there is a mighty struggle raging between the moderns, who leave the top button of their tunics unbuttoned, and the traditionalists, who insist that it be buttoned).

These are some of their devices which will probably startle and amaze the player characters:

Automatons, already described, are able to speak all the languages known to the valley's elves. They are constructed to converse on a variety of topics, and can be attuned to a particular personality (one may be cloyingly subservient, one may be sarcastic and icy, one may be giggly, etc.) Their voices are metallic but well-modulated.

Dioramas are flat tables which, when activated, generate a somewhat miniaturized, three-dimensional image of some distant place or activity. These broadcast entertainments among the elves (such as coverage of the latest art gallery opening and discussions of the latest fashions) and act as a form of interpersonal communication (elves talk to miniature projections of one another). Tiny disk-shaped dioramas are carried by all elves for communication while traveling.

Flying Disks are large (10′ diameter) metal disks upon which the elves can sit. The disks do fly, with the same speed as a *fly* spell but with unlimited duration. Flying disk races are all the rage. Unlike horses, the disks do not take any particular skill to use; they are controlled by the thoughts of the one who sits or stands on the driver's spot, at one edge. A flying disk can carry up to 4,000 cn of weight at full speed, or up to 10,000 cn at half-speed.

Trimmers are automatons which slowly, patiently cruise the grassy fields, keeping the grass short and trimming the trees back.

Globes, seen at the top of the metal poles and inside all the rooms of all the dwellings, shed light on every part of the valley and its buildings, and can be turned on and off.

Replacements are body parts which are surgically implanted (by automaton surgeons) to replace failing body parts . . . or just to provide a bit of novelty to a jaded elf. Some of the elves have artificial organs, eyes, arms, ears; some have miniature torches built into their hands or tiny dioramas implanted in their palms. About one elf in five will have some sort of replacement device.

But there's a catch to all this technological opulence. The devices work *only* inside the Blacklore valley. Take one above the lip of the valley or one foot outside the limits of the valley and it ceases to function. It cannot be made to work by anything other than Immortal magic. The Immortals have subtly changed these devices so they actually are no longer true technology; they are collections of parts which function only when in the presence of magical energy which the Immortals have made unique to this valley.

The Blacklore elves have become so dependent on their automatons that not one of them knows the faintest bit about their pseudo-science; they don't know that it's a deception. Also, and more significantly, not one of them knows a bit of magic; *they've all completely forgotten* elvish magic.

The Blacklore elves know that their devices don't work on the outside. So they know they are, in effect, trapped; few of them, perhaps one in a hundred years, is brave of heart enough to abandon his technological wonders, have thick, protective clothing made, and try to go out into the

real world. Those who leave don't come back (either they perish or they find a better place to live). So they all feel like prisoners in a gilded cage; to make it worse, they know they are prisoners only because of their own weakness.

Among the Blacklore elves, fads and rages are everything. An elf who creates a new clothing style, a new recipe, a new sport, a new *anything* will find himself frantically copied by the other elves.

The elves are hungry for new experiences. Under their bored, shallow fronts, they are desperate for *anything* which will distract them from the futility of their lives.

The elves have only two dangerous pursuits. One is flying disk races, which are eagerly followed and hotly betted upon. (The elves have no currency; they just bet their possessions.) The other is duels; so many elves really have nothing to live for that dueling is a very common activity. Duels can be any sort of dangerous test (jumping back and forth between moving flying disks until one competitor falls to his death is very popular). Torch duels are common; cosmetic surgery here is advanced enough to repair burn-scars.

Among these elves, males and females have identical rights.

These elves do not have an Immortal patron, and really remember very little about the Immortals.

If a party of PCs stumbles across the valley, the elves will welcome them with open, eager arms. The elves will hang on their every word, devouring every story, no matter how stupid or untrue, the adventurers have to tell. The elves will copy the PCs' clothing styles, hair styles, and mannerisms. Personality cults will develop, with groups of elves becoming especially attached to one of the PCs. ("I like Klytius. He's the *quiet* one." "Well, I like Thyserstian. He's the *wise* one. And he's so cute.") PCs will find willing audiences, friends, hosts, lovers, and students among the elves.

This idyllic situation will go on until the PCs try to leave. Then things get ugly. The Blacklore elves won't *let* them leave. They can't stand to have these new, interesting people abandon them. They'll summon a virtual army of automatons to capture and imprison the PCs, if they can. They don't want to hurt them; they simply want to keep them, watch them, and be fascinated by them.

History on the Outer World

These elves are descended from those of Evergrun, the elvish homeland. Around BC 3,500, the humans of Blackmoor, a highly-developed civilization based on technological growth, began trading with the elves of Evergrun, and fascinated the elves with their remarkable devices; increasingly, the elves turned away from the worship of the nature-Immortals and to exploitation of the Blackmoor devices.

Then, around BC 3,000 came the Great Rain of Fire, when the Blackmoor men succeeded in destroying themselves and nearly blew up the world. The changes to the axial tilt and climate of the world rotated Evergrun to the position of the south pole, making it untenable; the elves moved to a nearby land, Grunland, which was warmed by its volcanoes.

Within about two hundred years, a schism took place among the elves. Many of the elves, called the *returnists*, chose to return to the nature-worship teachings of the Immortal Ordana. Led by Ilsundal the wise, they left Grunland on a long march to the north.

The majority of elves stayed behind, content to let their surviving technological devices sustain them. They became completely dependent on their devices.

Eventually, the Blackmoor devices started to fail. Their massive heaters gradually burned out and the cold crept into their communities. Volcanic eruptions and earthquakes took its toll on the machinery and the elves themselves.

Around 400 years after Ilsundal's departure, it became evident to the Immortals that the southern elves were doomed. The Immortal Ordana did not consider herself a patron of these elves; Ka the Preserver decided they should be preserved as a culture. But this led to a sticky choice: How could he preserve their culture without preserving their machines? And how could he preserve their machines without letting them spread through the Hollow World?

He decided to cheat. Since the elves no longer knew any of the science that had built the machines, Ka magically altered the machines to make them into fakes. He enchanted a distant valley of the Hollow World with a special field of magic, which would power the false technology. Removed from that valley, these devices would not, and could not, ever work.

Then he moved one endangered village of elves to the Hollow World valley . . . and soon after, volcanic eruptions destroyed the last heating machines of the southern elves left on the outer world, and they all perished.

History in the Hollow World

But just because the Blacklore elves have been in the Hollow World for more than 3,400 years doesn't mean that they have a *history* here. In those three millennia, the Blacklore elves have done . . . nothing. As a group, they've never left their valley.

Wanderers have very occasionally found their way to the valley; a party of Neathar settlers, a couple of Jennite explorers. They were not allowed to leave. The Blacklore elves learned their language, their culture, everything they could about these men. But these captives didn't "breed well in captivity" and soon died out.

A Blacklore elf could learn magic, if he had a high enough Intelligence score and found someone to teach him (or if he went to the outer world, regardless of his Intelligence, and found a teacher).

Relations With Other Races

The Blacklore elves have no relations with any other Hollow World race, and are not near any other sentient race.

NPCs

One typical Blacklore elf whom the PCs will encounter is Deithryl Steelheart.

Deithryl Steelheart

History: Deithryl's mother Meidrys had a faulty heart, which was replaced by an artificial one; her nickname was unusual enough that Deithryl took it as her own. Long after Deithryl was an adult, Meidrys went a little mad with boredom and desperation and decided to end it all; she climbed up to where the valley ended and the snow began, and her mechanical heart stopped, just as she knew it would.

Like her mother, Deithryl is a little unusual; she is as close to a scholar as the Blacklore elves have. She's actually aware that the elves have absolutely no understanding of their science. She knows a little about Neathar and Jennite cultures, from ancient writings.

Personality: Like other Blacklore elves, Deithryl is terrified by the idea of leaving her valley and abandoning all the machines that care for her. She's also terrified by the prospect of remaining here in a state of lethal boredom and futility. She's not a very happy elf. Her interests run to "personal decoration"—she is an accomplished face-painter and tattoo artist.

Appearance: Deithryl is of average height and build for an elf-woman. She usually wears white hose, light gray boots, and a light gray tunic decorated with triangles and bands of black and red. Her hair is golden, her eyes green, and she has a tattoo of a gold-and-black butterfly on her left cheek.

DMing Notes: Deithryl is the elf who will ravenously learn whatever the PCs have to offer her and then will sympathize with them when the other elves refuse to let them leave. If the other elves manage to capture the PCs, Deithryl will always accompany the automatons sent to bring them food. She can be persuaded to help them escape . . . but it will be much harder to convince her to accompany the PCs into the outer world, a prospect which scares her.

Combat Notes: 1st-level warrior-elf; AC 9; hp 6; MV 120′ (40′); #AT 1 torch; Dmg 1d8; Save E1; ML4; AL L. S9 I17 W11 D12 Co10 Ch13. Languages: Elvish (Blacklore dialect), Neathar, Jennite. General Skills: Craftsman +2 (Tattooing and Face-Painting, I+2), Knowledge of Neathar Culture (I), Knowledge of Jennite Culture (I), Singing (Ch).

Magical Items in Possession: Blacklore *torch* (1d8 damage, 30′ range, works only in the Blacklore valley).

Monsters

The closest thing there is to a monster in the Blacklore Elf Valley is the elves' servant-*automatons*. See the Monsters chapter of *The Adventure Book* for their characteristics.

Brute-Men Territories

Technology: Old Stone Age (flaked-stone weapons, bone weapons, no agriculture whatsoever).

Life-Style: Cave-dwelling hunter-gatherers.

Population: 200,000 scattered in many small tribes.

Outer-World Origin: Northern Continent, ca. BC 10,000.

Description

The Brute-Men Territories are wild, untamed, hilly lands. The hills are stony, the soil is thin, and this is not the sort of territory which most humans and human-like species prefer.

Cool winds roll down out of the equatorial mountains and meet the moist air rising off the tropical lands to the south, resulting in numerous rains, mists and land-fogs.

The Hollow World's dinosaur species proliferate here and in the tropical forests to the south.

There are no dwellings to be seen—no villages, cities, not even a tent. But that doesn't mean there is no sentient race here.

The Brute-Men

A race of near-men lives in this somewhat inhospitable territory. In more enlightened times, these human-like people would be called *Neanderthals*, and recognized as a close relative of humans. But in the Hollow World, they are called Brute-Men.

The Brute-Men have slightly receding foreheads and slightly exaggerated jaws. They tend to be fairly hairy. However, were you to teach one customs of a more advanced culture and dress him in that culture's clothes, he would easily be able to pass himself as a muscular, somewhat homely human.

The Brute-Men wear animal skins sewn with hide lacing; they wear vestlike upper garments, loincloths or loin-wraps, and furs wrapped around their feet and wrapped in thongs in the semblance of a boot or a buskin. They carry bows with stone-tipped arrows, stone-tipped spears, javelins, and hand axes, clubs, and a variety of other weapons.

They speak a language composed of monosyllables and hand-signs; it cannot be effectively spoken without the hand-signs. Their word for their race in their own tongue is "na," merely meaning "us," and their term for their language is "ka-na-to," meaning "the way we speak." They have a harder time speaking other languages which rely only on words, not gestures, but can learn to speak such languages adequately; Brute-Men do speak Neathar.

There is no written form of their language.

Customs

The Brute-Men are a very simple people. They are hunter-gatherers, and do no farming or cultivation of any kind. The men hunt, chiefly herd-animals such as mountain goats and deer, sometimes more dangerous game such as the area's wooly mammoths; the women gather nuts, fruits, and plants.

Brute-Men do have artistic and mystic pursuits. Many of them paint the interiors of caves—sometimes to recount stories of their accomplishments, sometimes to honor the Immortals. They carve wood and bone, sometimes stone, into icons of the Immortals and the spirits of animals.

Brute-Men tribes are largely male-dominated, but females who become shamans or wokani are accorded status equal with the male warriors. Males, too, can become shamans and wokani.

By and large, the Brute-Men are gentle with one another. They are peaceable with other tribes, so long as those tribes do not hunt in their territories or otherwise threaten them; every few cycles (years), all Brute-Men tribes in a specific area will send representatives to a gathering area, where they will exchange stories, try to resolve tribal disputes, and perform rituals honoring the Immortals.

The Brute-Men live in tribes numbering from ten to forty; they live in caves. Occasionally, when an area's animal population ceases being able to support them, an entire tribe must move, find a new cave large enough to house them (sometimes winning it from a cave bear or other menace), and perhaps survive the attacks of another tribe already in the new territory.

The Immortal worshipped by most Beast-Men is Kagyar, who was once a mortal of their people. They call him Ka-gar, and because he is an artist, his worship involves a lot of cave-painting and icon carving. Some few Beast-Men secretly worship the Entropic immortal Thanatos, whom they call Tha-to; his cult has secretly survived among some tribes for thousands of years, since he sent his burrowing monsters to corrupt their race.

History on the Outer World

The Brute-Men appeared on the outer world some time before the first modern-man races (the Neathar, Tanagoro, and Oltec men). The Brute-Men died out as the other races gained in number; perhaps they were some Immortal's first attempt at creating his ideal race, and, once the Immortal had settled on the races he wanted, he let the Brute-Men languish. Regardless, languish they did, and eventually perished on the outer world.

But one of them, Ka-gar whom the humans and dwarves call Kagyar, had become an Immortal; he moved numerous tribes of Brute-Men to the Hollow World.

History in the Hollow World

Kagyar became the patron of the Brute-Men, granting clerical spells to their shamans and helping their wokani learn magic; once again the Brute-Men flourished. They spread out over this rocky, hilly country, protected from other races by distance and by the undesirability of their terrain.

However, they weren't to be left in peace. The Immortal Thanatos introduced a race of burrowing, madness-inspiring monsters into the Hollow World, and those creatures corrupted many Brute-Men tribes. These tribes eventually launched a war of extermination against one another.

The war raged on inconclusively for centuries. Ultimately, the Immortals' *Spell of Preservation* stopped the evil of the burrowers, and Kagyar purged the followers of Thanatos from all the tribes of the Brute-Men. (Or so he thought; some survived, and Thanatos' cult lives on.)

Since then, the Brute-Men have once again grown populous and dominate their lands.

Relations With Other Races

The Tanagoro men, late arrivals in the forests and plains to the southwest, very occasionally venture into Brute-Men territory . . . but they think the Brute-Men are monsters and are usually easy to chase back out of the hills.

The Brute-Men do not venture into the Valley of the Hutaaka to the west; they instinctively feel that this area is bad, and stay away.

NPCs

The Brute-Man most likely to talk to PCs intruding into Brute-Men territory is Ug-rum.

Ug-rum, The Memory

History: Ug-rum was born with a twisted spine, and would never become a Brute-Man hunter or warrior. However, he was very wise and was taken in by his tribal shaman, and later succeeded him as shaman. Ug-rum has two roles within his tribe: He's the shaman for the Immortal Kagyar, and interprets the immortal's omens for the tribe. He's also the Memory, the tribal historian, who laboriously learns the oral history of his tribe, adds to it, and passes it on to his successors.

Personality: Ug-rum is very protective of his tribe. When it is learned that intruders have come

into the territory—other than known intruders such as other Brute-Men, dinosaurs, etc.—Ug-rum will insist that he confront these intruders alone (just in case they're monsters who might corrupt or murder his clan). He has trained a young Brute-Man who could succeed him if something were to happen to him. Even when he is convinced that intruders mean him no immediate harm, he remains suspicious of them and watches them like a hawk.

Appearance: Ug-rum would be a fairly tall Brute-Man, perhaps 5'8", except for his deformity; his spine keeps him bent over, able to straighten no taller than about 5'2". He wears the normal furry garments of his people, plus hanging strings of beads carved in Ka-gar's honor, and carries a staff from which hangs a bag of powders and substances he uses in his shamanistic rituals.

DMing Notes: Ug-rum is a good first-contact Brute-Man for PCs to meet. He will go to great lengths, short of violence, to keep PCs away from his people unless he's absolutely certain their intent is peaceful.

Combat Notes: 4th-level Brute-Man shaman; AC 8; hp 18; MV 120' (40'); #AT 1 club; Dmg 1d6+1; Save C4; ML4; AL L. S13 I13 W17 D10 Co13 Ch10. Languages: Brute-Man, Neathar, one unspent language slot. General Skills: Fire-Building (I), Healing (I), Hiding (I), Danger Sense (W), Honor Ka-gar (W).

Spells Carried: 1st level—*cure light wounds, light*. 2nd level—*bless*.

Magical Items in Possession: None.

Typical Brute-Men Warriors

Combat Notes: 2 HD Neanderthal; AC 8; hp 8; MV 120' (40'); #AT 1 spear; Dmg 1d6+1; Save F2; ML7; AL L.

Monsters

The Brute-Men territories are menaced by the sabrerooth tiger (see under "Great Cats" in the *Basic Set*), the cave bear (also in the *Basic Set*), the wooly mammoth, and many of the dinosaur creatures common all over the Hollow World (see the Monsters chapter of *The Adventure Book*).

Elflands of the Gentle Folk

Technology: Iron Age, steel forged.

Life-Style: Agricultural village-dwellers.

Population: 10,000 in a long series of villages along one river.

Outer-World Origin: Five Shires area, ca. BC 1,000.

Description

In the forested regions of the northern hemisphere, north of the Malpheggi swamps and in the midst of the Neathar-occupied lands, is a deep valley where the Neathar humans never go. They don't enter this valley because all along its edge can be found poles bearing the symbol of the Immortals Alphatia and Koryis. A less superstitious race might ignore these warnings from two such pacifistic Immortals . . . but the Neathar, fearful of Immortal displeasure, aren't likely to violate these lands. And the most fearsome of natural animals, such as the dinosaurs, turn back before they reach these signposts, which are touched by the warning magic of the Immortals.

The valley is thickly grown with huge, ancient oaks. The air is clean and sweet; the soil is rich; the forest is thick with animal life.

And yet, an oppressive feeling of sadness hangs over the forest. The oaks seem a little bowed by care. All life here seems to be without joy.

Near the river which runs down the valley's center, there is a cluster of tree-homes, obviously elven of make. Unlike the elven homes of the outer world, such as in Alfheim, these are small and modest, with very little effort made to decorate them.

In them live the Gentle Folk.

The Gentle Folk

The Gentle Folk, or Truedyl Clan, are elves. Like other elves, they are tall, slender, and very fair, with pointed ears and fine features. But unlike other elves in the Hollow World and on the outer world, these Gentle Folk are not robust and active. They move slowly and languidly, peace without real happiness visible in their eyes.

They dress in modest clothes of fine linen, and wear no jewelry or ornamentation. They carry no weapons but staves. They all wear their hair long and straight, and seldom bind or adorn it.

Their language is elvish, the same elvish spoken by all elves in both worlds. Their particular dialect is very fluid and descriptive, spoken slowly, a language of poets. The written form of their language is the same as that of most other elves.

They also speak the Neathar human tongue.

Customs

It should be obvious to even the most casual observers that these elves are not the merriest people. They are great philosophers, pondering the meaning of life and the lessons of history. They are accomplished musicians and poets, capable of writing sweet, sadly evocative verses and lyrics which can leave an audience in tears. When they speak, they speak slowly, rationally, deliberately, with no sudden inspirations, no leaps of illogic or fancy.

They welcome visitors with neither happiness nor irritation. They will politely invite visitors to stay among them, and will supply them with shelter and food. They really do not care when people arrive nor when they leave.

They are vegetarians, eating fruits and nuts and certain vegetables, seldom going to the bother of cooking or otherwise preparing their food. They eat alone or in small groups, not gathering for feasts, though they sometimes gather for a philosophical debate or poetic recital.

And they absolutely, positively do not initiate or resist violence. Threaten to cut down one of the Gentle Folk elves, and he will not resist, nor will any of his fellows. If he is cut down, the others will bury him at the foot of a tree. If they are not permitted to do so, they will not force the issue, nor will they undertake revenge. They are absolute pacifists.

As such, they enjoy the patronage of Alphatia and Koryis, two pacifistic Immortals best known in the Alphatian Empire on the outer world.

Among the Gentle Folk, gender has little meaning. Each elf does almost everything for himself, gathering his own food, either weaving clothing in trade for food or gathering food to trade for clothes. Whereas most cultures have increasingly specialized laborers as they become more advanced, the Gentle Folk are about as unspecialized as a people can be.

The Immortals have to inspire the few Gentle Folks capable of it to learn magic; otherwise that art, too, would die out among them.

The Gentle Folk chew a leaf from a plant they call *somnastis*; this results in days of a sleep-like, dreamless state where the elf can wander about, answer questions, forage for food, and otherwise behave as if awake, but without the bothersome necessity of having to think or feel anything. The somnastis plant has a habit of entrapping and devouring those who harvest its leaves, but elves so far gone as to use the plant don't usually mind that fate.

History on the Outer World

How did the Gentle Folk become this passive, this peaceful, this colorless? It's a long and unfortunate story.

As you know, around BC 1,700, a group of Glantrian elves exploring the Broken Lands found a device—a machine built by the wicked technocrats of Blackmoor. They activated the device. If it hadn't been a bomb when built, it certainly was now; it exploded, sending impenetrable dust-clouds into the sky, causing a horrible rotting disease among the elves of Glantri, and making the land unlivable.

The elves hid in deep caverns to survive this pestilence, and found that the caverns led to an incredible series of caves and tunnels. Inspired by Immortals to seek their destinies through those tunnels, they descended into the earth.

The Truedyl Clan of Glantrian elves eventually emerged again. Over a period of years, they traveled hundreds of miles to the south through these cavernous corridors, learning to survive in their subterranean environment. Tragedy after tragedy struck them, as their beloved leaders died, as the rotting disease claimed their young, as subterranean monsters killed their brave. They knew that they were being punished for the sin of the discovery and activation of that device—so they were told by the cruel Thanatos, eager to hurt them with lies.

By the time they emerged, in seaside forests far to the south of Glantri, any spirit they had was completely crushed. They knew that the responsibility for the disaster was theirs, that they were a useless and vile race, that life was a cruel and unpleasant joke. They emerged into beautiful forests, and returned to their old ways of living in the wood . . . but this time it was without life or animation. They became friends with the animals and sentient races of the forest, but lacking in ambition or hope, their numbers dwindled.

They developed a philosophy which they called "the still way." In it, they found the first shred of hope they'd experienced in decades. The Still Way said that they should perform as little activity as possible, other than that necessary to survive from one day to the next, and use all their energy in thinking about their misdeeds of the past, ways to avoid repeating those mistakes, etc. With so much thinking going on, they must inevitably acquire the wisdom necessary to earn forgiveness of the Immortals. So they adhered to their gentle, quiet, modest, pacifistic ways for centuries.

About four hundred years after the Glantrian explosion, halflings from the Southern Continent came north and colonized lands near the Truedyls' forest. The halflings met and befriended the elves, learned forest lore and magic from them, and revered them.

All this time, the Immortals were basically unaware of the Gentle Folk, who really were a small community of elves who'd dropped off the face of the earth. Eventually, Alphatia, patroness of the race of the same name, noticed them and their peaceable ways. She learned of their strange attitudes toward their history and the Immortals and, after thinking about the situation, she conducted a ceremony where she "forgave" the Gentle Folk in the name of the Immortals. They could now begin the process of coming back to life as a race.

But at the same time, about BC 1,000, hordes of gnolls and orcs rolled into these forests and threatened to wipe out the Gentle Folk. This was a very real danger, as the Gentle Folk never defended themselves. Anxious to keep her charges alive, Alphatia transported them to the Hollow World.

History in the Hollow World

In the Hollow World, the *Spell of Preservation* made their pacifistic, futile culture permanent and immutable. Now there will be no redemption, no climb back into healthy, vigorous, elfhood; the Gentle Folk will forever be an elvish culture in a decline that can never end.

Relations With Other Races

The only sentient races who have ever discovered the Gentle Folk have been Neathar men. Occasionally one, wounded and on the run from a dinosaur, will stumble into the valley, where the giant lizard will not pursue. He will be found and nursed back to health by the eerie, quiet Gentle Folk and released, returning to his people with a tale of the elves who are so strong, so powerful, that they do not feel the need ever to post guards or carry weapons. Consequently, the Neathar think highly of the Gentle Folk and sometimes reverently bring offerings to the border of their valley.

NPCs

A typical Gentle Folk elf is young Drianna, who should give the creeps to any player character she deals with.

Drianna

History: Born 18 years ago, Drianna was briefly the object of gentle curiosity (after all, births are rare among the Gentle Folk) and was mostly ignored thereafter by all but her parents.

Personality: Drianna has been thoroughly schooled in the passive mind-set of the Gentle Folk. If she is anxious about anything, it is her hope that when she is adult all her thinking will result in some answers; so far, they haven't given her anything but more questions. She thinks mostly about trees, admiring their peacefulness and immobility, and has written reams of poetry which looks at the world from the perspective of a tree. It's awful stuff; an example (should any PCs be so foolish as to ask to hear one) goes something like this:

> Eyes fixed open
> Again, the forest is the same;
> How many times have I checked?
> There, sensation—
> The wind shakes my leaves.
> One breaks free.
> Ouch.

Then, of course, she will politely inquire as to what the PCs think of her work, and whether it has enlightened them.

Appearance: Drianna is 18, not yet biologically mature by elvish standards; she looks about the same age as a 12-year-old human girl. Her hair is black, her eyes large, brown, and soulful. She wears a faded green tunic belted at the waist.

DMing Notes: Drianna is an encounter designed to teach the PCs just how far gone the Gentle Folk are. She will answer all questions they put to her, slowly and carefully. She will discuss her philosophy of how much better it is to be a tree than a human, because then you don't even have to work to eat. The heroes can find her wandering in the forest, composing her execrable poetry. If the PCs care at all about these people, it will be especially galling to them to see one so young so firmly committed to this futile life-style; perhaps they will be tempted to kidnap her, cart her around in the Hollow World, and try to inject some life into her meaningless existence.

Combat Notes: 1st-level warrior-elf; AC 9; hp 6; MV 120' (40'); #AT 1 barehand; Dmg 0; Save E1; ML12; AL L. S9 I17 W9 D12 Co10 Ch14. Languages: Elf, Neathar, gnoll, hobgoblin, orc; two unfilled language slots. General Skills: Healing (I), Hiding (I), Nature Lore (Forest, I), Treewalking (D), two unfilled slots. Note that she does *not* have Poetry as a skill.

Magical Items in Possession: None.

Typical Gentle Folk Elves

Combat Notes: 1st-level warrior-elf; AC 9; hp 6; MV 120' (40'); #AT 1 barehanded; Dmg 0; Save E1; ML12; AL L.

Monsters

Because of Immortal interference, there aren't too many monsters in the Gentle Folk forest.

There are a couple of treants here, who have befriended the elves but never become terribly close to them. And if the DM just has to have the PCs run into someone more alive and interesting while in the valley, he can have a group of dryads and fauns move into the valley, admiring its trees and the fact that big predators hardly ever enter.

But if there is a dangerous beast here, it is the somnastis plant. See the Monsters chapter of *The Adventure Book* for its characteristics.

Elflands of Icevale

Technology: Iron Age.

Life-Style: Mountain-dwelling hunters.

Population: 100,000 in numerous communities of 100 to 1,000.

Outer-World Origin: Glantri, ca. BC 1,700.

Description

The Elflands of Icevale are icy hill and mountain regions south of the Beastmen Wastes, and due west of the Antalian Wastes. They're inland areas usually thickly carpeted with snow; hardy pines grow in the deep valleys and on many mountain slopes.

As in the Beastland and Antalian areas, many arctic animals are to be found here, including arctic wolves and reindeer.

Evidence of these inhabitants is rare. Some forested mountainsides are dotted with tough timber cabins set up against slopes and cliffsides;

those cabins are usually nothing but antechambers, admitting rooms leading to warm, decorated caves and caverns.

The Icevale Elves

The people of this setting are elves, the Icevale elves, so-called because of the icy valley they settled initially. Unlike their not-too-distant cousins, the Gentle Folk, they are a vigorous, very much alive race of elvish warriors and settlers.

The typical Icevale elf is tall and robust, physically fit thanks to his very active life on the mountain slopes. Most are blond with blue or green eyes, and very pale of complexion. Males wear their hair short (but often sport light beards and mustaches); females wear their hair long, usually woven into a braid.

Like most inhabitants of the arctic and subarctic areas, they wear garments of fur: Deerskin trousers and tunics, well-fitted hard boots lined with down, and bulky overcoats. They love the look and feel of fur, and sport fur collars, pouches, linings.

Their weapons or weapon heads—long bows, spears, and broad swords mostly—are of good steel, which they forge themselves. They normally don't wear armor, but like the Antalians will don well-lined suits of chain mail during times of warfare.

They travel either on foot or by dogsled, with tamed wolves harnessed to those sleds, not dogs. When on foot, they are often aided by snowshoes and skis; the Icevale elves are expert skiers.

These elves speak normal elvish, a drawling dialect that often sounds wry and sarcastic to listeners, plus Neathar, Antalian, and Beastman. The written form of their language is the same as the written form of most other elvish dialects.

Customs

Unlike the Beastmen and Antalians not so far away, the Icevale elves are not devoted to combat and seeking personal glory. They'll fight to protect their people, but not for the sheer fun of it.

The Icevale elves make their living as hunters and furriers. No vegetarians they, their diet is mostly meat. They still have the elf's inborn love of forest and nature, and don't allow their homeland to be exploited, or to grow diseased.

They are a very sociable people, fond of events, music, and entertainments. The clans which live in the largest cave systems often hold merry dances and feasts, each guest bringing a dish to contribute to the menu.

They are keen competitors; their contests include ski, sled and dogsled races, competitions where longbowmen ski from target to target, and judged competitions on the quality of their leatherworking, cooking, and brewing.

They are likely to play pranks on travellers passing through their country, never exposing themselves to counterfire. Such pranks include driving a herd of reindeer through the travelers' camp, sending the travelers' provisions sliding down a snowy mountainside, etc. If the travelers take the pranks with fairly good grace, the elves may invite them to their community for one of their feasts and dances. If the travelers respond in an inappropriate or lethal manner, the elves may follow up by causing avalanches to crash down upon them; these mountains are dangerous to those unfamiliar with snowy lands.

They are followers of the Immortals Fredar (Frey), Fredara (Freyja), Wotan (Odin), and Donar (Thor). Some also revere Ordana and Ilsundal, but those two Immortals are not counted as patrons of this race, while the other four are.

Among the Icevale elves, males and females have distinct but approximately equal duties and rights. Males are ultimately responsible for the rearing of male children beyond the age of weaning, and females of female children. These elves take their young children with them almost everywhere, except on lengthy trips into the wild or on dangerous expeditions; they fabricate elaborate carry-packs for young children.

Males are traditionally expected to excel with the spear, and females with the bow. This tends to make the males more valuable in warfare, and females in hunting.

The Icevale elves have a dark side, one that is directed inward. For reasons given below, they are intolerant of physical imperfection among themselves. A child who is born especially homely, or with some not-too-severe physical limitation, tends to grow up shunned; he may never find a mate among his own people, and usually leaves his people. A child born with a serious deformity is exposed, left on the icy mountainside to die.

History on the Outer World

As recounted above for the Gentle Folk elves, about 2,700 years ago, on the outer world, some elves from the area later called Glantri found a mechanical device in the Broken Lands. The device, an artifact of the lost Blackmoor race, exploded, seriously affecting the region's climate, causing a wave of rotting sickness among the elves, and forcing the elves to seek shelter in deep caves and caverns.

Inspired by the Immortals, these elves began a long sojourn through the remarkable chain of caverns found underground. Some died; some, like the Gentle Folk, survived their voyage to emerge back into the outer world; and the Icevale elves, after a long, long voyage, emerged into the Hollow World.

History in the Hollow World

Disease had taken its toll of them. To keep their race pure and healthy, free from the rotting sickness, they took on the custom of abandoning babies that were weak or non-viable, a harsh measure they felt was necessary for their ultimate survival. But the clan which emerged from their amazing trip was tough, survival-minded, and mostly healthy.

They emerged into grasslands and forests thickly populated by Neathar men and giant dinosaurs. Adapting quickly to the strangeness of the Hollow World, and longing for their previous home in cold Glantri, they headed north, and settled in icy mountains not occupied by sentient races.

In the time since, they have become very numerous, spreading out all over the area now called Icevale. Though clashes with the Beastmen and Antalians are inconvenient, they do not endanger the race as a whole.

Relations With Other Races

The Icevale elves have an on-again, off-again struggle with the Beastmen and Antalians. Rarely do they war against both cultures at once; usually they are at peace with one and trading furs or metal goods to the other, and in rare seasons they are at peace with both.

Many Neathar tribes live to the south. They largely keep away from the Icevale lands, though in lean years they sometimes hunt well up into the elves' territory.

The Krugel orcs to the southeast do not usually venture far enough north to encounter the Icevale elves, but know they are there and hate them with the passion orcs reserve for elves.

The Icevale elves have never found the Gentle Folk elves. They would be appalled if they did, saddened that the events which made the elves of Icevale so strong and alive had quite the opposite effect on their Truedyl cousins.

NPCs

One NPC whom PCs might encounter here is the Elder Thiordanna.

The Elder Thiordanna

History: Thiordanna was born about 400 years ago on the mountain where she still lives. She was one of the rare and lucky elves brilliant enough to learn magic, and became an important elf in her clan because of her magical knowledge. Her mate is the well-known warrior Golithian Ironthew, and their young (80-year-old) daughter is the Younger Thiordanna.

Personality: Thiordanna has a wild nature; raw, unchecked storms and the fury of the elements appeal greatly to her. If elves could be clerics, she'd have wanted to be a cleric of Donar, the Thunderer. She tends to respond emotionally and instinctively to whatever situation she encounters, seldom thinking things through completely. She's fond of playing pranks on travellers, and has enough magical firepower to back them up—or at least get away—if they go awry. Much like a human mother, she brags about her daughter, also a magic-using elf.

Appearance: Thiordanna, like most of her kind, is slender and blonde; she wears her hair long and loose, not bound in any way. Her eyes are a very icy blue. In person, she is restless; except when studying her magic, she does not tend to concentrate on things for great lengths of time. She carries a longbow decorated with silver inlay.

DMing Notes: Thiordanna is a bad enemy to have among the elves, but that does not necessarily mean she makes a good friend. She carries a lot of weight among the elves, but her counsel is usually poorly thought-out and overly hasty; she can commit her people, and perhaps PC allies, to foolish actions. She's also a danger (or at least nuisance) to any good-looking male elves in the PC party, for her daughter is unwed. Though the Younger Thiordanna is not looking for a mate so soon, her mother is sure that now is the right time.

Combat Notes: 10th-level Elf; AC 7 (in leather clothes) or 4 (in chain and shield); hp 45; MV 120′ (40′); #AT 1 longbow or magic; Dmg 1-8; Save E10; ML10; AL C. S10 I18 W6 D12 Co13 Ch12. Languages: Elvish, Neathar, orc, hobgoblin, gnoll. General Skills: Hunting (I), Knowledge of Local Geography (I), Nature Lore (Mountains, I), Survival (Mountains, I), Tracking (I), Ledge Hopping (D), Mountaineering (I), Persuasion (Ch), Storytelling (Ch).

Magical Items in Possession: *longbow +2.*

Typical Icevale Elves

Combat Notes: 1st-level Elf; AC 7 (normal) or 4 (warfare, chain and shield); hp 6; MV 120′ (40′); #AT 1 sword or longbow; Dmg 1-8; Save E1; ML7; AL N.

Monsters

Beasts found in this region are the same as those in the Antalian and Beastmen lands—arctic wolves and giant reindeer (from the Monsters chapter of *The Adventure Book*), and the very occasional frost giant (*Expert Set*) and white dragon (*Basic Set*).

Hutaaka Valley

Technology: Iron Age, steel forged, high level of craftsmanship.

Life-Style: Devoutly clerical city-dwellers, lands heavily farmed and pastured.

Population: 20,000, mostly in and about one large town.

Outer-World Origin: Northern Karameikos, ca. BC 500.

Description

The Valley of the Hutaaka is a deep gorge between two high mountains right on the western edge of Lake Menkor, the spur of the eastern sea that reaches all the way to Nithia. Though not far from Nithia, the Valley of the Hutaaka is avoided by those empire-builders; it lies near the wild Brute-Men territories, and the Nithians do not care to intrude into those lands.

The weather here is hot, sweltering. Cold rivers pour down off the mountains, but the air trapped in the Valley of the Hutaaka is very warm and humid, not at all comfortable to most races.

At the bottom of the valley is Xyqata, the City of the Hutaaka.

Most of its the buildings are a single story in height, windowless, made of sturdy but featureless dressed stone blocks. More such buildings are built up on the valley walls.

There are numerous dramatic towers scattered amongst the smaller buildings. These are tall towers, tapering, each story narrower than the one before, each story made obvious by a narrow ledge on the exterior of the building. These towers are the dwellings of the Hutaakan clerics.

Also in evidence is the great temple building. This is a long, narrow building with a two-story-tall dome in the center. The main entrance is centered on the longer side; there are lesser entrances on both ends. Statues on columns flank all three entrances; they are statues of the Immortal Pflarr. The dome is supported by columns in the center of the building.

The city of the Hutaaka takes only a fraction of the valley bottom; the rest is made up of pasturage and tillage. Oxen and sheep graze on the pasturage; barley, beans, lentils and other crops grow in the tilled fields.

The Hutaakans

The Hutaakans are tall, slender, furred humanoids. They look very manlike except for their jackal-like heads and their narrow, clawed hands and feet. Their eyes reveal their intelligence.

Socially, they are divided into three classes: Priests (shamans of Pflarr), functionaries (the Hutaakans who organize, direct and plan for their race), and workers (farmers, herdsmen, laborers and servants). The priests are the rulers of the Hutaaka; the functionaries are the middle class, and live very comfortably; the workers, the great majority of the Hutaaka, do all the hard labor.

The priests wear elaborate robes: A comfortable, long-sleeved under-robe reaching to the ground, often in a bright color such as yellow, belted at the waist, and a sleeveless unfastened over-robe which hangs open at the front, usually in a darker color such as red. In times of war they don chain mail armor over the under-robe and put the over-robe on top.

The functionaries wear similar robes, with the color pattern reversed: Darker colors on the under-robe, lighter on the over-robe.

The workers wear bright tunics similar to the under-robe, but reaching only to the knee.

The Hutaaka speak their own language, called Hutaaka, which is a combination of coughs and barking. They also speak Nithian and Neathar. The written form of the language is the same as the written form of the Nithian language; a character who can read Nithian can also read Hutaaka, even if he can't *speak* Hutaaka, owing to the special pictographic nature of the language.

Customs

The life of the Hutaaka revolves around their worship of Pflarr. The workers, directed by the functionaries, live to support the priests. The priests interpret the will of the Immortal, and are very often transported away from the valley by the Immortal's magic to deliver messages and perform tasks for Pflarr.

They are a haughty people, believing the Hutaaka to be superior to any other sentient race, especially humans. This is reinforced by the fact that, when a Hutaakan priest is taken out of the valley to perform a service, he meets other sentient races as an official representative of the Immortal.

Consequently, when meeting "lesser races," the Hutaaka (even the workers) adopt a snobbish, often rude demeanor. They are not violent or aggressive, but they are not congenial hosts.

Among the Hutaaka, males and females share equal rights and perform identical duties.

The Hutaaka have domesticated a species of lizard called the foot-pad lizard, which they use as riding and draft animals.

History on the Outer World

In the year BC 1,500, as the Nithian Empire was climbing to greatness, the youthful Immortal Pflarr created a race of servitors in his own image. In life, he'd been an artificially-created jackal-headed bodyguard; the race he created was, like him, manlike but with the head and extremities of a jackal.

Pflarr set up the Hutaaka in their own hidden valley, just north of the lands now called Karameikos. Soon after, a colony of Nithians of the Traldar clan arrived in those southern forests.

Weather and hardship took a brutal toll of the Traldar in just a few decades, reducing them from a proud colonizing party to a Stone Age clan of survivors huddling in caves. The Hutaaka took pity on them, as a man might on a dog found shivering in the cold and rain.

The Hutaaka taught the Traldar the arts they'd forgotten. They took many Traldar youths back to their valley to teach them further, and, not coincidentally, to get some hardy physical laborers.

Nithian wizards created the gnolls, dogfaced humanoids, and it's believed (among those who know about the Hutaaka) that they were trying to create their own Hutaaka to be a servant-race. If that was their intent, they failed utterly; the gnolls were savage and independent, and have caused immeasurable chaos in the world.

When the gnolls moved into Traldar lands and tried to exterminate the Traldar, the Hutaaka—not particularly brave warriors at the best of times—retreated to their hidden valley to let the Traldar fend for themselves. They took with them many youths so they would continue to have a supply of workers. The Traldar and the gnolls nearly annihilated one another, and the Traldar remaining in the southern forests were a collapsed society (but not nearly as regressed as they had been after their earlier catastrophe).

The Hutaaka lived in their hidden valley for another 500 years. At that time, though, the Nithian civilization, now turned away from worship of Pflarr and the other Immortals, was destroyed by those selfsame Immortals. Pflarr, disgusted by the civilizations of the outer world, abandoned them and turned his attention to the Nithians of the Hollow World. He abandoned most of the outer-world Hutaakans; and, though they still survive, they do so only as a much reduced race living in the ruins of former glory in their lost valley.

History in the Hollow World

Pflarr took with him a large body of Hutaakans, randomly chosen, and planted them in another deep, sheltered valley. There they have prospered. Pflarr didn't bring them any human servants, so they've returned to their traditional three-caste system, where most Hutaaka are just workers.

In the Hollow World, they have followed their traditions, doing the will of Pflarr, carrying his messages and acting as his heralds and spokesmen.

Relations With Other Races

The Hutaaka have interacted with the Nithians to the south in the capacity of Pflarr's representatives, and have not interacted with the Brute-Men to the north or the Tanagoro to the west at all.

NPCs

A typical representative of the Hutaaka is Basiteq, a senior priest.

Basiteq

History: Basiteq, the whelp of a male functionary and a female priest, showed at an early age that he had the necessary wisdom to be a priest of Pflarr, and has been trained in that role all his life.

Personality: He is a kindly, sympathetic Hutaaka. That doesn't mean that he will become fast friends with PCs or outsiders he meets; he will treat them like dogs. If they are friendly, stupid and subservient, he will give them food, give them orders, and speak gently to them. If they are belligerent or independent, he will smack them across the nose with a scroll, speak sharply to them, or even toss stones at them (Damage 0) to persuade them to leave. He will not help adventurers on their quest, as he does not take their interests seriously, but will give them food and offer them work in the fields.

Appearance: Basiteq is a smaller-than-average Hutaaka, standing about 5'4", but he has an impressive bearing. His fur is a rich brick-red, his eyes intelligent but distant. He wears white underrobes with a dark blue over-robe.

DMing Notes: Basiteq, like other Hutaaka, will use magic and fight against adventurers if threatened; he won't refuse to take adventurers seriously as the heroes are cutting him down. He is not a great fighter, but will fight ferociously if attacked.

Combat Notes: 4 HD Hutaakan (Shaman); AC 8; hp 14; MV 90' (30'); #AT 1 mace; Dmg 1d6+1; Save C4; ML9; AL N. S12 I11 W17 D9 Co11 Ch10. Languages: Hutaaka, Nithian, Neathar, orc, gnoll. General Skills: Healing (I), Honor Pflarr (W), Riding (Foot-Pad Lizard, D), Leadership (Ch).

Spells Carried: 1st level—*cure light wounds, detect magic.* 2nd level—*bless.*

Magical Items in Possession: *mace +1.*

Minor Hutaakan Priest

Combat Notes: 2 HD Hutaakan (Shaman); AC 6 (leather armor and shield); hp 9; MV 90' (30'); #AT 1 mace; Dmg 1d6; Save C2; ML8; AL N.

Hutaakan Warrior

Combat Notes: 1 HD Hutaakan; AC 6 (leather and shield); hp 6; MV 90' (30'); #AT 1 sword; Dmg 1d8; Save F1; ML9; AL N.

Typical Hutaakans

Combat Notes: Normal Hutaakan (1+1 HD); AC 8; hp 4; MV 90' (30'); #AT 1 club or dagger; Dmg 1d4; Save NM; ML6; AL N.

Monsters

The one type of monster commonly found in the Valley of the Hutaaka is the foot-pad lizard, the Hutaakans' chief beast of burden. See the Monsters chapter of *The Adventure Book* for their characteristics.

Jennite Holdings

Technology: Early Iron Age.

Life-Style: Nomadic cavalrymen following herds of aurochs (ancient breed of oxen).

Population: 250,000 in clans of about 1,000 each.

Outer-World Origin: Eastern continent (beyond the Isle of Dawn), ca. BC 1,600.

Description

The Jennite Holdings are great plains and flatlands in the temperate zone of the southern continent. Harsh, cold winds whip through the land, and for thousands of miles in any direction there are no permanent dwellings to be seen.

That's not to say that there aren't people here—there are. They are nomads, the Jennites.

The Jennites

The Men of Jen (as they call themselves), or Jennites (as others call them), are copper-skinned men and women. Most have dark brown eyes and hair; the women wear their hair long, and the men wear theirs short, often accompanied by short, spiky beards and mustaches.

They are harsh, hard-living humans, nomadic riders, masters of a hard environment. And though they are nomads, having no permanent cities or homes, they have a sophisticated culture and very advanced craftsmanship.

The Men of Jen wear long-sleeved multi-layered tunics (wool on the outside, linen on the inside) reaching to the knees; baggy multi-layered trousers gathered at the ankles; short, hard boots of leather; and heavy woolen cloaks with separate hoods. Both men and women wear this costume. The tunic and trousers are decorated with broad bands composed of equilateral triangles of alternating colors: One might be a base-side down yellow triangle next to a point-side-down blue triangle, then yellow, then blue, etc. These bands are clan markings; one Jennite can look at the tunic of another and know his clan, his specific family, and perhaps even his name.

In warfare, they wear suits of scale armor. This armor is designed just like their clothes: Tunics, baggy trousers, and hoods, but crusted with iron scales a couple of inches high and an inch wide. This armor, though it looks like normal scale mail, acts just like chain mail; it provides the same AC and weighs the same as chain mail. The Jennites do not carry shields.

In peace or war, they wear a heavy weapons-belt. Hanging from the right hip is an oversized quiver which holds the special Jennite bow and a quiver of 24 arrows; on the left hip are sheaths for a broad sword and a dagger.

The Jennite bow is a specially-constructed short bow made up of layers of horn, wood, and sinew, artfully glued together. Though it is the size of a short bow, and is small enough to be carried in the hip quiver, it has the stats of a long bow.

Normal Jennite arrows do full arrow damage. However, each quiver usually contains two to four special "screaming" arrows. They've been carved so that they seem to whistle and scream when fired. They're not as accurate as normal arrows (−2 to hit) and do less damage (1d4), but a volley of them launched at a foe can be a terrifying, morale-breaking experience for the enemy not prepared for it.

The Jennites speak their own language. They also speak Neathar. Many of them, those who have extra languages due to greater intelligence or skill expenditure, learn Tanagoro, Nithian, or Milenian as well. The Jennites have a written form of their language; the writing-style is not shared with any other language.

The Jennites are extraordinary goldsmiths and jewelers. All the wealth they accumulate is turned into gold and jewels, the better to carry it around. A powerful and experienced Jennite warrior will often be draped in gold, gem-encrusted chains, bracelets, finger-rings, medallions, and brooches.

Customs

The Jennites are nomads who follow herds of cattle through the plains. The cattle they follow are not the small domesticated beast of the outer world: It is an older, bigger, meaner species called the *aurochs*, now extinct on the outer world.

They are horsemen who drive their herds of horses along as they follow the aurochs. Their lives revolve around the horse: With it, they are fearsome cavalrymen; without it, they know they are nothing.

They carry large, family-sized tents of heavy aurochs-hide with them. Many also have huge wagons drawn by teams of aurochs; some of the wagons are homes for those who prefer such a dwelling, while others are used to haul stores, to act as rolling infirmaries, or to transport favored guests or the infirm.

They always prefer riding over walking, and scornfully regard non-cavalry cultures as "earthers."

Gifts and gift-giving are an important part of the Jennite culture. A party of PCs wandering through the Jennite lands had better come up with a gift for the local Jennite chieftain. If they don't, Jennite riders encountering them will attack them as intruders. A party that does have a gift (or comes up with one on the spur of the moment) will be taken as guests to the local chief, and will be treated commensurate to the value or uniqueness of the gift. (A nice gold jewel will result in adequate treatment and a brief audience with the disinterested chief; something very valuable, new or unusual, which the Jennites haven't seen before, will result in the PCs being treated

very well, fed and entertained, and keeping company with the chief.)

The Jennites take prisoners, but not for keeps. They take the prisoners back to their encampment and execute them with their swords.

Among the Jennites, men rule but women are not chattel. Women fight alongside the men, and their counsel is heeded.

There are few thieves among the Jennites. Those few don't make their living as thieves: They fight as warriors. But, in the rare occasions where Jennites need to sneak into enemy cities, the Jennite thief is able to use his skills.

The Jennites worship Tarastia, the patroness of justice and revenge. They have a keen sense of revenge and do not leave any insult or attack unavenged. Consequently, wars between Jennites and other peoples, or between feuding Jennite clans, tend to go on for ages. On the other hand, because of their appreciation for justice, their rulers do not sentence offenders casually or arbitrarily; they have swift but sophisticated trials, with chiefs or advisors acting as formal judges and with the accused given a few days to assemble his case before having to argue it.

(Of course, the usual sentence for any serious offense is death. The Jennites don't believe in rehabilitation.)

History on the Outer World

The Jennites are descended from Oltec men who, before the Great Rain of Fire, set out on a colonizing expedition. There were many such campaigns in those days, which is why descendants of the Oltec men are found in so many places on the outer world.

These proto-Jennites landed on the fertile shores of the continent east of Alphatia. Most of the proto-Jennites established farming communities near the coast. Others became herdsmen of the giant cattle herds inland. Eventually, these two factions of the race became distant in culture and language. Ultimately, the nomads of the interior began to prey on the coastland farmers, and all but wiped them out; the coastline Jennites lived as doormats for the nomads for generations.

The nomads took to the horse and gradually developed to the culture still found in the Hollow World by about 3,000 years ago. But in BC 1,600, a war erupted which nearly destroyed the Jennite culture.

By then, the Jennites had developed into two competing sub-cultures, each composed of many clans. One of these sub-cultures had turned from their traditions to the teachings of the Immortal Rathanos, who believed that women should be kept subservient to their men, and insisted that the rest of the clans follow their lead. Tarastia, the Immortal patron of the other clans, incited her followers to conquer these upstarts. But it wasn't that easy; the resulting war, going on for generations as Jennite wars usually do, all but wiped out the culture.

Before the culture was irretrievably diminished, Tarastia gathered up many of the clans of her followers (and none of the other sub-culture) and transported them to the Hollow World.

History in the Hollow World

The Jennites appeared in plains similar to their homeland. To their north were the Tanagoro peoples, who had previously been separated from them by distance and mountains; now the shielding mountains were gone. With their usual grace and tolerance, the Jennites began a long series of clashes with the Tanagoro over an ill-defined and constantly-shifting border between their domains.

In later centuries, other powerful races were settled into bordering territories. The Nithians were planted to the far east, beyond the point where the plains turn to desert. To the east, the Milenians were settled. The Jennites have fought wars with both races, fiercely throwing back those empires' intrusions into their lands.

Relations With Other Races

As is obvious from the description above, the relationship of the Jennites to surrounding cultures is stormy at best.

Fortunately, both the Nithians and the Milenians admire the Jennites' gold-crafting abilities and trade extensively with the Jennites in times of peace. In fact, Jennite adventurers often go to live for a time among those cultures, earning good livings as goldcraftsmen. As is usual in the Hollow World, they do not abandon any of their Jennite customs when living in those lands.

There is nothing to soften relations between the Jennites and the Tanagoro, who are their fierce enemies. However, each culture admires the ferocity of the other's warriors.

NPCs

Rulers of one typical Jennite tribe are Tiolathar and Truisa.

King Tiolathar

History: Tiolathar is 40, a cleric of Tarastia. Twenty years ago, he was exiled from his own Jennite clan for killing a fellow warrior. (It was a justifiable killing, which is why he was exiled rather than executed.) Taken in by this clan, he became an important advisor to the king because of his battle-wisdom and common sense, and successfully courted Princess Truisa, the king's oldest child. In the years since, he has been a good king. He trusts his own instincts in the sentencing of evildoers, and relies on the advice of the warriors, especially his wife, on matters of warfare.

Personality: Tiolathar is vain about his looks, overfond of jewelry, and jealous of his prerogatives of kingship—such as receiving gifts from his visitors and respect from everyone in his territory. On the other hand, he is fair. His judgements are famous in the clan. He is true to his wife and close to their children. When he drinks too much, at least he makes sure he has sobered up before making any decisions affecting others.

Appearance: The king is about 6′ and lean, not so muscular as many of the Jennite warriors. His features are handsome; his hair, mustache, and beard are black heavily etched with gray, and his eyes are brown. He is darker than his fellows, very swarthy even for a Jennite. His armor, when he wears it, is painted bronze. He carries a large warhammer.

DMing Notes: Tiolathar is an intimidating encounter for lower-level PCs; they'll be able to see his petty vanities but not his more sterling characteristics when first they meet him, and this could easily worry them.

Combat Notes: 10th-level cleric (of Tarastia); AC 9 (in everyday dress) or 5 (in scale mail); hp 40; MV 120′ (40′); #AT 1 war hammer; Dmg 1d6+5; Save C10+2; ML7; AL L. S18 I10 W17 D12 Co13 Ch16. Languages: Jennite, Neathar. General Skills: Intimidate (S), Wrestling (S), Survival (Plains, I), Animal Trainer (Horse, W), Honor Tarastia (W), Riding (Horse, D).

Spells Carried: 1st—*cure light wounds* x2, *purify food and water, resist cold*. 2nd—*bless, know alignment, find traps, speak with animal*. 3rd—*cure blindness, cure disease, remove curse*. 4th—*dispel magic, neutralize poison*. 5th—*dispel evil*.

Magical Items in Possession: *war hammer +2*.

Queen Truisa

History: Truisa, now 38, was the daughter of the previous king of this tribe. Though courted by many warriors when she was young, she accepted Tiolathar because he was not threatened by the fact that she was a better warrior than he; all the others shrank from the prospect of wedding a woman who fought better than they. As queen of the clan, she has taken the responsibility for leading the clan in wartime situations; her tactical sense is very good.

Personality: Warfare is not her main interest. She is a jeweler, a fine craftsman of elaborate settings for cut stones. When sitting as a queen, she is much quieter than her more volatile husband; while he talks and holds the attention of the clan and visitors, she scans faces, notes reactions, and watches where Tiolathar can't afford to look.

Appearance: Truisa is about 5′7″ and in good shape, as all active Jennite riders must be. Her hair is brown and streaked with gray; her eyes are black. She is beautiful.

DMing Notes: Truisa is the quiet, when-she-speaks-people-listen sort of co-ruler. PCs visiting the Jennite tribe could easily make the assumption that she does not participate in the ruling of the clan, one that could easily cause them to inadvertently insult her.

Combat Notes: 12th-level fighter; AC 7 (in normal dress) or 1 (in armor); hp 50; MV 120′ (40′); #AT 2 broad sword or Jennite bow; Dmg 1d8+2 (broad sword) or 1d8+1 (bow; bonus is from special Jennite ability); Save F12; ML7; AL N. S13 I13 W11 D17 Co10 Ch15. Languages: Jennite, Neathar, Nithian. General Skills: Hunting (I), Profession/Herdsman (I), Military Tactics (I), Survival (Plains, I), Detect Deception (W), Blind Shooting (D), Riding (D).

Magical Items in Possession: *broad sword +1, Jennite mail +2*.

Typical Jennite Cavalryman/Archer

Combat Notes: 2nd-level fighter; AC 5; hp 8; MV 90′ (30′); #AT 1 broad sword or longbow; Dmg 1d8 sword or 1d8+1 longbow; Save F1; ML8; AL N.

Monsters

Many of the Hollow World's dinosaurs walk the plains of the Jennite Holdings, especially to the north, where it is not so cold. The carnosaurs among them prey on the aurochs, and the Jennites there often have to fight off the attacks of hungry carnivorous lizards. Statistics for those beasts can be found in the Monsters chapter of *The Adventure Book*.

The two animals most important to the Jennites are aurochs (from the same chapter) and horses (from the **Expert Set**; use the characteristics of the riding horse).

Kogolor Dwarf-Lands

Technology: Iron Age, steel forged.

Life-Style: Mountaineers and brewmeisters.

Population: 500,000; many citadel-communities of 1,000 or more, numerous towns of up to 5,000, innumerable small villages and individual holdings.

Outer-World Origin: Northern continent, ca. BC 1,800.

Description

The lands occupied by the Kogolor Dwarves are tall, beautiful mountains and surrounding foothills. These tall mountains are ice-capped, with thick forests of pine and other evergreens on the lower slopes, fast-moving and *cold* mountain streams, deer and elk, wolves and bears, a virtual paradise for mountain-loving people—which the Kogolor Dwarves are.

The Kogolor Dwarves

The Kogolor Dwarves are physically similar to outer-world dwarves. Short by human standards, usually about four and a half feet tall, and burly, they are a sturdy people well-suited to their rugged environment.

These dwarves wear brightly-colored tunics, often in red, yellow, or orange, covered by a reversible outer coat. One side of the coat is forest green, the other is slate-gray. The dwarf wears his coat to suit the situation. If he's trying to blend into his surroundings, he wears the green side out when in the forest and the gray side out when on rocky surfaces; when he's trying to be seen, he wears it the other way around.

The dwarves also wear sturdy pants, worn with suspenders, or *lederhosen*. Lederhosen are soft, doeskin shorts worn with suspenders; a dwarf wearing lederhosen will also wear knee-high stockings. With either trousers or lederhosen, the dwarves wear short, stout boots.

Rounding out the outfit is a short hat, usually worn with a feather in the brim, and a walking-cane which can also serve as a weapon (it has the same weapon characteristics as the club).

In wartime, the dwarves wear scale or chain mail, carry shield, and wield a variety of weapons, including swords, bows, spears, and polearms. The less commonly use the weapons traditionally associated with the outer-world dwarves (crossbows, axes, hammers) are not very popular among the Kogolor dwarves.

The Kogolor Dwarves speak their own language, which is called Kogolor to differentiate it from the outer-world dwarf language. Kogolor is nothing like the outer-world Rockhome tongue. It has a written form, which is also completely distinct from the outer-world Rockhome alphabet.

The Kogolor dwarves also speak Neathar and Krugel orc.

Customs

Outer-world characters who encounter the Kogolor dwarves are going to be very surprised if they expect them to resemble the dwarves of Rockhome. They don't.

The Kogolor dwarves are an outgoing, cheerful race. Like the Rockhome dwarves, they like caves and caverns, but only one dwarf family in four lives in a cave home. The rest build strong, defensible castle-like dwellings of stone on the mountain slopes.

The Kogolor Dwarves like gold and jewelry, but no more than humans or elves do. Their crafts include smithcraft, woodcraft, and leatherwork, but they are best known for their *brewing*; they are justly famous for the quality of their beers, meads, and liquors.

Unlike the Rockhome dwarves, they are not close-mouthed or suspicious around outsiders; they are very talkative and gregarious. An outsider visiting the Kogolor mountains with peace on his mind will be warmly welcomed, entertained, feasted, grilled at length about his background and his history, invited to go on hunts or to visit the workshops, etc. This behavior would appall an outer-world dwarf and surprise anyone who knows the outer-world dwarves.

These dwarves have no military orders and no preoccupation with fighting, although all are supposed to know how to use a weapon. Every dwarf knows how to use at least a spear and a polearm.

The Kogolor dwarves make their living as loggers, wood-workers, trappers and furriers, goatherds, brewers, weaponsmiths and farmers. Farmers have full status among the Kogolor dwarves, whereas they are looked down upon by outer-world dwarves.

Among these people, males rule, but the culture does not actively suppress its women. Females are able to wield as much power as they are smart and capable enough to acquire and hold. Women learn to fight and can own property.

They yodel—the Kogolor dwarves can communicate across vast mountain distances through their yodelling.

Their Immortal patrons include Fredar, Fredara, and Garal Glitterlode.

History on the Outer World

The Kogolor Dwarves are direct (and unmodified) descendants of the original dwarf-race of the outer world. These dwarves ruled numerous mountain ranges in the ancient past, but persistent sicknesses caused by the Great Rain of Fire and the subsequent rise of the human cultures sent them into decline.

At that time, the Immortal named Kagyar the Artisan decided to create a *new* dwarven race. He thought that something like the dwarves, but more resistant to the diseases caused by Blackmoor devices, more inclined to live in safe below-ground homes, would have a greater chance of survival in case something like the Blackmoor disaster ever threatened the world again.

So Kagyar took up all the dwarves on the world. He took the healthiest of them and modified them into the modern Rockhome dwarven race, establishing them in the Rockhome mountain ranges. The others he unceremoniously dumped in a mountain range in the Hollow World.

History in the Hollow World

The Kogolors were dropped onto a range of mountains just north of the great equatorial range. They were high enough in the mountains that the Neathar men of the mountain foothills, and the forests and plains beyond, mostly left them alone.

The northern Immortals Fredar and Fredara granted spells to their dwarven clerics and helped the dwarves prosper. Garal Glitterlode, an Immortal who had once been a dwarf of the ancient race, later joined the effort to help them grow in numbers and strength.

The Kogolor clan, the most numerous of the Hollow World dwarves, lent their name to the whole race and became its leaders. They managed the construction of strong castles.

About 2,400 years ago, a colonizing expedition of Schattenalfen Shadow Elves from the outer world emerged (perhaps erupted is a better word) right into the middle of Kogolor territory. Hateful beings, they immediately attacked the dwarves, intent on driving them out of this land. And because they were numerous, motivated, and *magical*, they stood a good chance of succeeding.

But Kagyar the Artisan, at the request of the Immortal Garal Glitterlode, sent the dwarf-hero Denwarf to aid the Kogolors. Denwarf was actually a dwarf-shaped golem created to lead the outer-world Rockhome dwarves; placed in suspended animation after his duties there were done, he was "dusted off" and brought back into service to aid the Kogolors. The unstoppable Denwarf led Kogolor counterattacks against the Schattenalfen and turned the fight back against them; eventually the Schattenalfen were forced to flee and settle in the west.

The Kogolors remained secure in their mountains for a millennium. But about BC 400, the Krugel Horde appeared in the plains and deserts to the northeast. The Krugel orcs, nearly annihilated by the Rockhome dwarves on the outer world, were the avowed enemies of all dwarves. As soon as they discovered that there were dwarves in the south, and ever afterwards, they began sending raiding expeditions into the mountains. Though they are not at their best in mountain territory, they have occasionally sacked and destroyed whole dwarven citadels there, driven by an ancient desire for revenge.

Relations With Other Races

The Kogolors, by nature, are amiable with just about everyone. They have nothing against the northwestern Neathar, and trade leather goods and brewing to them in return for furs.

The Krugel orcs and Kogolor dwarves are fierce enemies, but Krugel intrusions into the mountains are rare, as the mountains are difficult going for these orcs.

And the Kogolor dwarves are the bitter enemies of the Schattenalfen to the west. Raiding parties are constantly moving back and forth across the vague borders between their territories.

The Kogolors are unaware that the valley of the Lighthouse is not so far from their territory; it has remained a secret to them.

NPCs

A Kogolor dwarf whom the PCs are likely to meet is Bondur.

Bondur the Clown

History: Bondur is 50, a young and hale dwarf. He gets his nickname not because he is a formal clown, but because he is a prankster and jokester. But he is first and foremost a teacher of the young.

Personality: Bondur has a hard time resisting an opportunity to play a practical joke, tell a ripe pun, or break up a too-serious fellow dwarf. (He knows when to keep his mouth shut during serious business, though.) He'll short-sheet a bed, rig fake spiders to drop into someone's soup, slap a mead label on a vinegar bottle, or sew someone's pants-legs together while the victim sleeps. He loves telling stories of Kogolor history. However, he is no braggart; he's never had any great accomplishment as a warrior, and does not claim to have done so.

Appearance: Bondur is about 4'4" and overweight, some 180 lbs. His hair, mustache and beard are golden-blond, his eyes brown, and his eyebrows are particularly shaggy and point upward in the center. He carries a broad sword he took from a fallen orc, who'd taken it from an Antalian, who'd had it from an Icevale elf; it's enough like Kogolor swords that he's willing to use it, and he's fascinated that something like it could have travelled so far to reach him.

DMing Notes: Bondur would be willing to act as a guide for the PCs through the Kogolor lands, and even to accompany them afterwards; he'd like to participate in some great adventure and kill a foe in single combat, just so that he wouldn't feel backward compared to other dwarf-warriors.

Combat Notes: 2nd level dwarf; AC 9 (or 4, in chain mail and shield); hp 14; MV 120' (40'); #AT 1 broad sword; Dmg 1d8+2; Save D2; ML7; AL C. S13 I16 W10 D11 Co17 Ch15. Languages: Kogolor, Neathar, orc, two unfilled language slots. General Skills: Hiding (I), Knowledge of Kogolor History (K), Profession (Teaching, I), Signalling (Yodelling, I), Snares (I), Mountaineering (D).

Magical Items in Possession: elvish *broad sword +1*.

Typical Dwarven-Warriors

Combat Notes: 1st-level dwarf; AC 4; hp 8; MV 90' (30'); #AT 1 broad sword or bow; Dmg 1d8+1; Save D1; ML10; AL N.

Monsters

Animals such as wolves, bears, moose, elk, deer, and other species appropriate to mountain territory are common in the Kogolor mountains.

Krugel Horde

Technology: Iron Age (steel forged).

Life-Style: Cavalry-based mercenaries; wilderness riders.

Population: 300,000 in numerous communities of 2,000 or less, organized in a loose confederacy.

Outer-World Origin: Broken Lands, ca. BC 500.

Description

The Krugel lands are semi-arid plains in the west giving way to dusty scrub country and eventually desert in the east. The plains support sparse herds of bison and ponies, and the occasional saurian predator, but are not rich enough for large beasts. Smaller mammals like hyenas and rodents are more common.

The land's few western stands of trees can hardly be called forests. Farther east, the land becomes rolling and broken, rocky and increasingly infertile. Eventually, it becomes true desert; not flat, barren desert, but land characterized by monumental mesas and rock formations, where pterosaurs and even worse aerial beasts are sometimes seen to fly. The winds in the region are strong and hot, and the land produces many thermals and updrafts good for flying monsters.

This inhospitable land is the home of the Krugel Horde, equally inhospitable orc-warriors.

The Krugel Orcs

The Krugel orcs are much like outer-world orcs in appearance and manner. They average about five and a half feet tall, with yellow-brown skin and heavy supraorbital ridges and eyebrows which give them a suspicious look. Both males and females wear their hair long and unbound.

They have a most distinct style of dress, even for orcs. They wear light tunics and long trousers, high, hard leather boots, and an overtunic garment called a *tabarko*. The tabarko is a circular piece of cloth about six feet in diameter, with a hole in the center; the orc's head goes through the hole, with the material of the tabarko hanging in front and back. The tabarko is light-colored to reflect the sun, loose enough to permit the skin to breathe, and bulky enough to hide a squad's worth of weapons beneath. Their scale or chain mail armor is worn over the tunic and beneath the tabarko.

Add to this outfit a broad-brimmed hat designed to keep the sun off, a sword-belt, spurs and a lance, and you have the typical outfit of the Krugel orc. The Krugel horseman's bow and arrows are held in saddle quivers; they also carry lances, their most fearsome weapon.

The Krugel orcs speak Krugel orcish, their specific dialect of the orcish language group spoken on the outer world. A Krugel orc and a non-Krugel orc can only understand one anothers' language when both make 1d20 rolls against their Intelligence scores; if one fails, he cannot understand the other's words.

The Krugel orc dialect is harsh and sparse, with no wasted words. The Krugel orcs also speak Neathar. There is no written form of this language.

Customs

The Krugel orcs are cavalrymen. Like the Jennites (above), they depend on the horses to make them effective warriors. Unlike the Jennites, they don't follow animal herds. They do have permanent communities, dusty clusters of wooden buildings and corrals where bison are kept penned, where horses are broken and trained.

The Krugel orcs are also raiders. They can live off the meat of animals they round up and pen, but that's subsistence-level living; to live well, they must continually launch raiding expeditions into surrounding territories.

The Krugels ride to the eastern coast, smashing farming communities, taking stored foods and what little treasures those people have. They ride into the dwarvish foothills, besieging citadels and occasionally coming away with craft-goods and liquors.

They pillage through the Neathar lands to the west, a more dangerous task because those humans take advantage of their home territory, and raid the Oltecs to the southwest, difficult pickings where golden jewelry is sometimes captured. More rarely, they travel into the cold lands northwest, sacking outlying Antalian communities.

And they don't only raid for themselves. They're sometimes hired by the faraway Azcans and even the Schattenalfen for special missions.

Among the Krugels, she-warriors are common and as fierce as the male warriors.

The only visitors into Krugel lands are Azcans and Shadow Elf ambassadors bearing money. Everyone else is an intruder, and is set upon.

The Krugels' main Immortal patron is Karaash.

History on the Outer World

In the fifth century BC, orc, goblins, ogres and other nonhumans had long been settled in the rough terrain called the Broken Lands. Periodically, they became overpopulated and spread out from the Broken Lands in tribal waves; occasionally, they'd form up huge hordes to overrun and sack their enemies.

Such was the case in BC 493. Queen Udbala, a leader of the Broken Lands, decided to start a genocidal war against the humanoids' hated enemies, the dwarves of Rockhome. She raised an enormous army of nonhumans and made the long, difficult march to the homelands of her enemies.

The next year, at the end of her campaign, she and her horde were routed. The orcish tribes, the

vanguard of the army, were completely wiped out. The campaign was a disastrous failure for the nonhumans, another reason for them to hate their dwarven enemies.

History in the Hollow World

However, as you might have suspected, not *all* the orcs were wiped out.

An elite orc force, the cavalry unit of Chief Krugel, was certain to be destroyed. They'd fought valiantly in the war, acquitted themselves with great energy and ferocity, but now they, too, were trapped in a narrow defile by armies of dwarves at either end. Surrounded, knowing themselves dead, they prepared for a final charge against the enemy . . . when to their surprise the valley pass was obscured by a dark cloud, and the ground under their feet became rough, dry grassland.

Karaash, an Immortal who had been an orc in life, saved them, seeing in them something strong and wild and worth preserving. He plopped them down in lands which no other sentient race had bothered to occupy and left them to their own devices.

Not surprisingly, given their strength and Chief Krugel's organizational abilities, they thrived, with their superior mobility and raiding techniques making them a force to be reckoned with in the eastern reaches of the northern hemisphere.

Krugel lived on another forty years, and the horsebound horde he left behind him chose to take his name as their own: They became the Krugel Horde.

Relations With Other Races

In the Hollow World, the Krugels found enemies on all sides: Kogolor Dwarves to the south, barbarian Neathar humans to the west, fierce blond Antalian warriors to the north and northwest. The Krugels don't get along with any of them, looking upon all of them as prey.

They get along better with the Azcans and Schattenalfen, who pay them in gold to sack and loot their enemies. But they have no loyalty to those races, and would backstab them in a moment were a better deal to come along.

NPCs

A Krugel warrior the PCs are likely to meet is Squad Leader Ragna Earshot.

Ragna Earshot

History: Ragna, whelped 24 years ago, is a master horsewoman in a culture specializing in equestrian arts. Born with a natural affinity for horses, she befriends them, trains them, rides them, and breeds them. No one remembers for sure how she got her nickname, but it is probably from one of two sources: Her war-cry is so loud, shrill and trilling that it was said that she was always in earshot; and her archery has been noted for an accidental tendency to hit enemies' ears.

Personality: Ragna is proud of the fact that she has been named a squad leader at her young age, and so is excessively proud and boastful of her squad's accomplishments. Her keen, darting eyes miss no detail of her squad's preparations, and her code is never to leave a fallen ally behind. She's not foolish enough to fight to the death; if the battle goes against her, she'll give the command to turn and run.

Appearance: Ragna is about 5′ tall and lean, with tusks slightly protruding from her lower jaw.

DMing Notes: Ragna and her squad are a hit-and-run encounter to let traveling PCs know that they're in unfriendly lands. She and her group will launch a ride-by arrow-flight attack and, assuming the PCs don't immediately blast them out of their boots, will follow up with a close-up lance charge. Their intent is to alternate these tactics until the enemy is all dead, though the PCs will doubtless have a different result in mind.

Combat Notes: 4th-level (3 HD) orc warrior; AC 2 (chain and shield); hp 15; MV 90′ (30′); #AT 1; Dmg 1d8+1 (broad sword); Save F4; ML6; AL N. S13 I12 W9 D17 Co10 Ch13. Languages: Orc, Neathar. General Skills: Military Tactics (I), Animal Empathy (Horse, W), Animal Trainer (Horse, W), Riding (Horse, D).

Magical Items in Possession: None.

Typical Krugel Orcs

Combat Notes: 1 HD orc; AC 6 (leather and shield); hp 6; MV 120′ (40′); #AT 1 weapon; Dmg 1d8; Save F1; ML8; AL N.

Monsters

You can find the statistics for the occasional dinosaur intruder, pterosaur, or bison in the Monsters chapter of *The Adventure Book*.

Two animals commonly found in this region include the Krugel ponies (from the Monsters chapter) and the fearsome chimera (from the *Expert Set*).

The chimera is very fond of the high mesas and rock formations of the eastern desert. It occasionally swoops out of those lands to hunt the wild bison or pony, or the not-too-difficult Krugel orc.

Kubitt Valley

Technology: Iron Age (steel forged).

Life-Style: Village-dwelling warriors; matriarchal.

Population: 5,000 in one town.

Outer-World Origin: Alphatia; artificially created ca. AC 50.

Description

The Valley of the Kubitts is a hidden valley north of the Milenian Empire. It's a small valley—it doesn't need to be big—where the foothills give way into rain forest. Large, leafy trees grow high both in the valley and in the surrounding hills. The atmosphere is warm and humid, the sun seen only faintly through the high branches and leaves.

In the center of the valley there is a village. Rather like the villages of the woodland elves, it's built up in the trees, 30' above ground. Rope catwalks stretch from tree to tree, allowing easy passage between the dwellings.

But unlike the villages of woodland elves, here dozens of individual buildings are built into a single tree. Most of the buildings are two feet or so in height; a few are four feet, and the huge, three-story central hall of the building is six feet tall.

The catwalks stretching from tree to tree are an average of nine inches wide, built with cord and twigs instead of cables and boards.

The valley has its share of the Hollow World's dinosaurs, but the village itself is built high enough that few carnosaurs can ever reach it.

The Kubitts

The diminutive treehouses are quite ample for their inhabitants, the Kubitts. The Kubitts look just like human men and women, but are only a quarter the height; they average a foot and a half tall.

They are fair-skinned, with hair ranging from red to brown and black; both men and women wear their hair short, and curly hair is considered particularly attractive by the Kubitts.

They wear thigh-length, short-sleeved tunics belted at the waist and supple, high-thonged sandals. Tunics worn only in the sky city are always horizontally striped in alternating colors, such as black and red or blue and yellow; the stripes are about half an inch wide.

But when wandering the surrounding rain forest, they switch to green tunics and trousers decorated with asymmetrical brown splotches; these forest suits allow them to blend in very effectively with the surrounding foliage.

In times of war, they don miniature suits of armor: Leather, scale mail, or chain mail, usually dyed or painted black, accompanied by black shields, black boots, and black helmets. They carry miniature spears, bows, swords, and other weapons. They paint individual designs on the faces of their shields; any warrior can choose a unique design for his shield.

Their language is Alphatian, the same Alphatian spoken on the outer world, though the dialect is nearly a thousand years old. They also speak Neathar, nixie, and dryad languages, which remain with them as racial memories. They known the Alphatian alphabet and so have a written form of their language.

Customs

The Kubitts are a warrior culture; all Kubitts above the age of adolescence belong to the army, and the queen is the personal commander of that army.

Their racial goal is to dominate their environment in spite of their tiny size. They work hard to tame the wild animals of their setting, using them as beasts of burden and transportation. But, because of their tiny size, it's not easy. They rule their valley with iron hands, but have not been very successful at expanding their holdings beyond the valley.

They're accomplished at setting snares and traps, using blocks and tackles to move great weights, and positioning observers and spies to protect their lands from intruders.

That's not to say that they'll automatically attack any adventurers entering their valley. Those adventurers will get the first hint that this valley is defended when they begin walking by the severed heads of previous intruders dangling from cords in the middle of pathways.

Another deterrent to intruders are the Kubitts' "digging projects." They dig up large sections of land (large to them, anyway) in the shape of giant humanoid footprints. Only a close examination of the prints will reveal that they are excavations, not depressions. Tracking the footprints will reveal that they go on a few paces and then abruptly cease.

Once the intruders have passed these hints, the outlying Kubitt guards will warn off the intruders; keeping under cover so that their disadvantaged size will not be noticed, they'll shout "Begone! Leave the Land of the Gigantites. We need no more slaves or food! Leave now!"

At this point, adventurers have a choice to make: Profess peaceful intent, attack, or leave.

If they take the first choice, the Kubitts will listen to all they have to say, keeping the intruders talking while they bring up troops and an officer or ruler who is authorized to negotiate with the intruders. If they become convinced that the intruders are peaceful but do not need to meet them, the Kubitts will give them directions out of the valley. If they become convinced that it is in their best interest to meet with the intruders, they will reveal themselves.

If the adventurers attack, the Kubitts will counterattack, using their ranged weapons and trying to lead the intruders through their gauntlets of traps and ambushes.

And if the adventurers leave, the situation is resolved.

Among the Kubitts, rulership is matriarchal: The women rule and pass that rule on to their daughters. The kings they choose are important functionaries but not rulers. Men may be military officers, and the military forces are about equally divided between males and females, but only female officers may negotiate with intruders.

The Kubitts are very strong for their size, so their movement speed is the same as full-sized humans. When they're running full-out, each of their steps is a prodigious leap of six feet and more, equivalent to those of a running human.

The Kubitts worship the Immortal Vanya, their patron.

History on the Outer World

About a thousand years ago, an Alphatian wizard named Korubazunth hit on an interesting plan to rid himself of his rivals. He'd create a new race of servant-assassins, devoted to him: Little tiny men and women who could creep through wizardly defenses designed for full-sized intruders, who could fall on and slaughter enemies.

Using captured wood-imps and pixies, Korubanzunth bred and mutated himself a breed of diminutive warriors. He called them Kubitts after a Milenian word for a foot-and-a-half measurement.

However, for his little men to be effective killers, they had to be made aggressive. For them to be effective infiltrators, they had to be quick-witted, independent thinkers. He made them so.

And when he told his first generation of Kubitts that he'd made them to be his assassins and servants for all time, they rose up and killed him, a reaction which he in his arrogance had not predicted.

History in the Hollow World

The Immortal Vanya noticed the Kubitts not long after they had slain their master, before that killing had been noticed. She knew that the Alphatians would execute them; magic-users were, after all, nobles in Alphatian society, and murder of a noble automatically brought the death penalty. Too, she admired the Kubitts' warrior spirit.

So she magically transported them to the Hollow World, where they could forge their own nation in the wilderness.

That hasn't been such an easy task. The Hollow World wilderness is a dangerous place. But they have adapted to it and become masters of their own little valley.

Relations With Other Races

No race knows about the Kubitt valley. Oh, the Traldar and Milenians have a legend of a haunted valley where adventurers go in but don't return . . . but stories of the diminutive warriors have not yet emerged from that valley. This means that the PCs have the opportunity to be the first to go in and return with the story . . . if they're smart enough to do so.

The Kubitts are anxious to learn more of the outer world and to exploit their abilities. They'd be willing to hire out as mercenary spies and warriors, working for the PCs or anyone else . . . if the money is good enough. With that money, they'd buy raw materials, weapons, and mechanical parts for traps which are difficult for them to make themselves, and would hire humans to do heavy labor for them.

NPCs

The first negotiator-Kubitt the PCs are likely to talk to is Lieutenant Zoranthis.

Lieutenant Zoranthis

History: Born 22 years ago, Zoranthis is a niece of the current queen and king. Her great strength brought her to the attenrion of her superiors, which in turn helped her earn rapid advancement through the ranks.

Personality: Zoranthis is bold and ambitious. Whatever she does, she looks out for her own interests. If the PCs befriend the Kubitts, Zoranthis will try to cut a deal with them on the side, such as persuading them to ask for her personally if they hire the Kubitts' services. She's not evil, just very self-serving.

Appearance: Zoranthis is 17″ tall, with icy, serious features, light brown hair, and black eyes. She wears red-and-black tunics which go well with her black armor. Her shield-device is a golden eagle between a pair of perpendicular golden spears.

DMing Notes: Though Zoranthis is ambitious, she is not yet ambitious enough to ensure her path to the throne by bumping off her aunt, uncle, and cousins. However, persuasive and unscrupulous characters might be able to persuade her to do so. While still settling her goals, though, she does her job to the best of her abilities.

Combat Notes: 4th-level Kubitt-fighter; AC 9 (4 in chain mail and shield); hp 12; MV 120' (40'); #AT 1 weapon; Dmg 1d2+1; Save F4; ML7; AL N. S13 I13 W10 D12 Co9 Ch14. Languages: Alphatian, Neathar, nixie, dryad. General Skills: Intimidate (S), Hiding (I), Riding (Fox, D), Treewalking (D), Deceive (Ch).

Magical Items in Possession: None.

Kubitt Warriors

Combat Notes: 1st-level Kubitt-fighter; AC 4 (chain mail and shield); hp 6; MV 90′ (30′); #AT 1 weapon; Dmg 1d2; Save F1; ML8; AL N.

Monsters

The most fearsome predator in the Kubitt Valley is the thumper-lizard. Other creatures found in the valley include small riding animals (domesticated birds, foxes, etc.). See the Monsters chapter of *The Adventure Book* for their characteristics.

The Lighthouse

Technology: Iron Age (steel forged).
Life-Style: City-dwelling scholars, herdsmen and farmers.
Population: 10,000 in the Valley of the Lighthouse, mostly settled near the Lighthouse; another 2,500 wandering the outer world.
Outer-World Origin: None.

Important Note: The players don't have any clue that the Lighthouse exists; it's not in any of the materials which you normally hand out to them.

Description

The area of the Lighthouse is a deep mountain valley whose top is permanently capped by a thin layer of fog. Below the fog, enough sunlight penetrates for plants to grow and people to read, but it is still a bit dimmer and cooler than the lands beyond the fog.

The valley floor is dotted with small buildings: Dozens of dwellings, mostly attached to large stables and warehouse-like storehouses. These buildings are constructed in a variety of styles and with all manner of decorations: Some look like Milenian villas, others are plastered and painted mud-brick in the Nithian tradition, some are complicated dressed-stone dwellings like the Oltecs build, etc. There is no architectural consistency here.

More distant are the farmlands and farmhouses, where rich soil yields up plentiful crops and sustains cattle and sheep.

But all the buildings of the valley are dominated by the Lighthouse itself. It's a tower 400 feet in height, 100 feet in diameter at the base and 50 feet in diameter at the summit, with an extensive series of rooms below-ground. It's shaped like a traditional lighthouse, with a glassed-in top floor where the beacon would shine (if this were actually a lighthouse, if there ever were a nightfall).

Monsters and predatory animals don't enter the valley of the Lighthouse. Magical spells placed by the Immortals at the valley's perimeter turn them back.

The air is still in the valley, usually cool, but despite the presence of the fog-bank above, it is fairly dry; the fog is magical, after all.

The People of the Lighthouse

Unlike any other place in the Hollow World, there is no consistency of culture or dress in the people of the Lighthouse Valley. They come from all over: Some are Nithians, some Antalians, some are Tanagoro warriors, others are Traldar pirates. There are members of practically every Hollow World sentient race here, including the more exotic ones: Brute-Men and Hutaaka among them. They wear their native dress and the streets of the Lighthouse village are a riot of color and differing styles.

Many of the rules of the Hollow World are suspended for the people of the Lighthouse. They often trade styles, mannerisms, even words between their languages. The official language of the Lighthouse is Neathar, but it is flavored with loan-words from many other languages. Members of different cultures marry, and their children grow up in households flavored by both cultures. Individuals in the Lighthouse also speak the languages of their native cultures.

The Lighthouse scholars "speak" a special hand-sign language that is composed of recognition signals and a simple vocabulary and grammar. They can communicate thoughts about as sophisticated as a six-year-old child's speech.

Outside the Lighthouse valley, all this changes. Outside, when travelling, the people of the Lighthouse wear featureless gray linen robes which give no hint to their origin . . . but which do not look like the cultural dress of any race that Hollow World residents of the PCs will have seen before. They also wear finger-rings which are featureless on the outside, but which are engraved on the inner surface with the symbol of a lighthouse, its beacon-light glowing. When living among their cultures of origin, they revert to normal dress but continue to wear the special rings.

Inside the Lighthouse valley, residents do not normally carry weapons. Outside, they tend to carry weapons which look innocuous (such as staves) or which can easily be concealed beneath their robes (such as maces and short swords).

Customs

The Lighthouse is a scholar's community created and maintained by the Immortal known as Ka the Preserver. It is a place for knowledge to be accumulated, preserved, and taught to anyone who finds the valley and is willing to serve the cause of knowledge.

There is no warfare here. That's not to say it's a peaceful place: Professional disagreements between scholars often become very heated and personal, resulting (at best) in lengthy debates,

(often) in screaming matches, and (at worst) fistfights and duels. But the scholars are forbidden to raise weapons against one another within the valley. Anyone who does strike someone else with a weapon here is exiled; he will be dragged out of the valley, and Ka the Preserver will ensure that he can somehow never find the valley again.

The culture of the Lighthouse valley stresses tolerance of different races and cultures. Of course, a few scholars come into the valley with racial biases which they never entirely overcome.

By Ka's decree, males and females have equal rights and privileges in this culture.

While this is a culture of scholars, there are also many farmers and herdsmen in this valley. Most of them are descendants of earlier scholars, descendants who don't have the scholarly bent of the others. They trade the food they raise in return for the knowledge (scientific, but especially magical and clerical) which so many of the scholars have.

History in the Hollow World

Thousands of years ago, the Immortal Ka inspired many scholars and wise men of the Hollow World to make impossible treks from their home territories to this hidden valley. There, he told them to build a great library, to amass knowledge, to travel the world and gather ever more learning, to bring it back and preserve it. They did. Allowed to abandon the cultural bias which dominates most other cultures, they traded knowledge and learning and became a multiethnic scholar's community.

Over the centuries, they built up quite a secret organization with members all over the Hollow World. The greatest concentration of Lighthouse scholars live in this valley, but there are many more secret members scattered throughout the Hollow World. They live among their own people, indistinguishable from other scholars of their folk. But their homes always have an inconspicuous lighthouse symbol on the front entrance, which is recognized by associates of the Lighthouse valley.

Their goal is nothing more or less than the accumulation of knowledge. They gather information on history, theology, geography, language, culture, the sciences, the arts, anything they can accumulate. They transcribe it into impressive books usually written in dry-as-dust prose. They teach all those who come here to learn; some are inspired by Ka to find the place, some are inspired by the other Immortals (when they wish a character to learn much in a short time), and some actually find it accidentally.

In the Lighthouse can be found the only maps of large tracts of the Hollow World which are in the hands of mortals.

Relations With Other Races

The Lighthouse people don't just passively acquire knowledge; they're part of the way that the Immortals insure that no race is ever wiped out in the wars and raids which rage between the cultures.

Thus, Lighthouse scholars often volunteer to accompany armies on their marches, to act as specialists and advisors for the officers. They influence conquerors not to slaughter captives, but to enslave them (they will ultimately find freedom), to release them, or to drive them forth; with any of these results, the losers' culture will survive.

NPCs

A typical example of Lighthouse scholars is Trokalikos of Laroun, who can be found at the end of this chapter, under *Itinerant NPCs.*

Monsters

Ka the Preserver does not allow any dangerous monsters to enter the valley of the Lighthouse.

PCs and the Lighthouse

Player characters will ultimately discover the existence of the Lighthouse.

At some time, they'll encounter an enigmatic traveller, such as Trokalikos of Laroun, who may accompany them for part of their travels, offer sage advice, and go on his way. If a PC thief steals his ring, he'll spot the Lighthouse motif. Otherwise, at some other time, the PCs may pass his home in Milenian Laroun and see the lighthouse carved on his lintel.

In some other place, in some other culture, they'll find another dwelling whose owner has carved a lighthouse on the door. The design of the lighthouses is identical; this is not an accidental resemblance. And the owner of this place will also be a wise, learned man or woman interested in his nation's learning and politics. If curiosity drives them to, they may take steps to find out what's going on.

Alternately, if an Immortal wants them to learn something about a specific race or past event so they can do the Immortal's bidding, he may give them clues to lead them to the valley.

Once the PCs have learned of the place, they have a choice to make. The scholars of the Lighthouse won't let them use the great library unless they swear allegiance to the Order. All this means is that they must vow to learn all they can, to record all their learning, to make occasional pilgrimages to the valley and deposit their learning there; and to shelter and aid any fellow Lighthouse scholars who need their help; and to perform occasional services for the Lighthouse, such as influencing the outcomes of military campaigns or expeditions.

They also have to learn the hand-language of the Lighthouse; they must use an unfilled language slot or general skills slot in order to do so.

If they accept, they can enter the Order. It will not turn out to be too onerous a duty. It won't often interfere with their adventuring activities. Occasionally, another Lighthouse scholar will find them and need shelter, perhaps from pursuers or enemies. Just as often, the heroes may find themselves in need of shelter or help and can depend on a fellow Lighthouse scholar.

If they refuse, the PCs will be asked to leave the valley—or forced by magical NPCs, if they refuse. They will not be able to find the valley afterwards, unless they appeal directly to Ka and convince him that their intent is to join the Order. The terrain near the Lighthouse will always look just slightly wrong, and never lead them to the right place—more Immortal magic.

Malpheggi Swamps

Technology: Early Iron Age.

Life-Style: Swamp-dwelling hunters and mercenaries.

Population: 10,000 scattered in small communities (ca. 100 members each) all over the Malpheggi swamps.

Outer-World Origin: Ierendi, ca. BC 500.

Description

The Malpheggi Swamps are classic primordial swamps. The land is criss-crossed with rivers and spotted everywhere with small lakes and ponds; many of the ponds are stagnant, murky, impenetrable to sight. The lakes themselves are not clear-water lakes; they are very shallow, and high grasses grow up out of them. It is still possible to take a boat through these grasses, but the going is slow and adventurers can't see more than a few yards in any direction through the high grass.

Gnarled trees with black trunks grow thick in this territory. Their branches are hung with green moss which often trails down to the ground or into the water. The ground is overgrown with high, heavy, leafy foliage which characters cannot usually just walk through; they must chop through it, slowly and laboriously, with a blade.

The sheer weight of the vegetation makes the swamp look impenetrable and nearly blots out the sunlight in places. All in all, it is a dark, gloomy, and mysterious land.

The air is heavy, humid, very warm, and in many places feels oppressive and dead. It rains here, regularly, once or twice per sleep, which is as close to nightfall as these lands ever see: For an hour or two, the sky turns nearly pitch-dark.

No humans or humanlike races live in these swamps, but there are dwellings here nonetheless. They're usually built on the sides of rivers, lakes and ponds; they're domelike dwellings, not more than ten feet tall and usually no more than five, made of mud reinforced with grasses. These are the homes of the Malpheggi lizard men.

It's no picnic for adventurers to cross this land. They have to chop their way through the underbrush. They must deal with the innumerable stinging insects common to the swamp; smearing themselves with mud helps, while a character with the Nature Lore (Swamp) skill will probably be able to concoct an insect repellent from local plants. And then, of course, the adventurers may have to deal with the two most powerful inhabitants of the swamps: The crocodiles, and the Malpheggi lizard men.

The Malpheggi Lizard Men

These lizard men are examples of the common lizard man species found on the outer world. These Malpheggi are amphibious reptiles, not like the desert-dwelling species. They are ideally suited to life in the swamp, as they are very stealthy, capable of breathing water and swimming almost indefinitely.

The Malpheggi lizard men stand 6′ to 7′ tall. They're bipedal, covered in fine scales, with very reptilian heads and strong tails. They have clawed hands and feet, with webbing between the digits.

Most of them are green-scaled, though they come in a variety of greens, from very deep, dark hues to much lighter olive colors. Some of them are black, some yellow. A very few are albino, totally white, with pink eyes which cannot easily stand the sun.

These lizard men do not wear clothing of any sort, but do wear belts and baldrics from which they hang weapon sheathes and pouches (often of virtually watertight hide). Their usual weapons include spears, axes, hammers, and (when they can capture them) swords; their metalworkers are not usually sophisticated enough to forge swords.

Their language is called Malpheggi. It is a very sibilant, hissing language with no written form. The Malpheggi speak the dragon tongue. They can also speak Neathar, though it is very difficult for them to say the words; they understand Neathar much better than they communicate in it.

Customs

The Malpheggi lizard men are suspicious, calculating beings. They do not trust anyone but themselves.

They are very territorial. They consider the swamp *theirs*. Anyone who comes into it is an intruder to be confronted and chased out or killed. That doesn't mean that they blindly stalk and attack people coming into the swamp; they had a lot of profitable trade with the Schattenalfen and the Azcans, and are more than willing to listen to the offer of a bribe. If adventurers are willing to pay them a fee to lead them thro

the swamps, the lizard men can be quite peaceable indeed. They will not, however, lead the adventurers near their secluded homes.

Adventurers often make the mistake of thinking that because the lizard men speak the human languages badly, they must be stupid, but they aren't; the average Malpheggi intelligence is equal to human average.

Among the Malpheggi, females rule. Male and female warriors are equal in stature, but they have a queen who is the tribal ruler of all the Malpheggi Swamp communities of lizard men. Likewise, each tribe has its own queen.

The Malpheggi worship the Immortal Ka.

And for reasons discussed below, the Malpheggi *hate* Nithians. They haven't seen any Nithians within living memory; the Hollow World Nithian Empire is thousands of miles away and on the other side of the great equatorial mountain range. But they remember how the Nithians look, dress and act from their tribal legends, and if they detect a Nithian they will murder him in a genocidal rage.

History on the Outer World

The Malpheggi are a race of sentient lizard man, a species adapted to watery, swampy environments.

Around BC 1,750, the Malpheggi lived on a series of swamps on the southern coast of the outer world's northern continent. At that time, a series of earthquakes and volcanic eruptions split land masses away from the coast, and some of the homeland of the Malpheggi became an island swamp rather than a continental swamp. (These islands later became the Ierendi chain.)

The Malpheggi were stranded on those islands with a human culture, the Makai, an unusually peaceable race of Neathar tribesmen. The two races kept to their own pursuits; on those rare occasions when they interacted, they did so peaceably.

But about 700 years later, at the turn of the millennium, the Nithian Empire discovered the islands and planted several colonies there.

The Malpheggi lizard men would have been able to cope with that just fine, except that the Nithians brought with them a northern parasite, a tiny ticklike insect. That insect, mostly harmless to humans, carried within it a disease ultimately fatal to the lizard men.

Starting very slowly at first, the parasites spread among the lizard men, who began dying of the disease. First one isolated Malpheggi community perished utterly; the lizard men who eventually found out about it bore the parasites back to their own communities, and the cycle of disease began again. The lizard men thought it was the wrath of an angry Immortal.

By BC 500, the Malpheggi lizard men knew they were doomed. The last community of their kind was now infected. And they now knew why they were dying: Their shamans and wokani had finally learned the truth of the origin of the disease.

Facing inevitable death and enraged at the extermination of their race, the Malpheggi brewed up a most potent spell, declared that all Nithians must die and went on a war of vengeance, murdering all the Nithians on the Ierendi islands. But within a few weeks, all the lizard men followed them into death.

Or, almost all: Ka the Preserver, having only noticed lately the imminent demise of the Malpheggi race, took up an even dozen Malpheggi, six males and six females, and *cured* them with his Immortal magics. Then he placed them in Hollow World swamps similar to their homelands.

History in the Hollow World

The Malpheggi lizard men do not breed fast. The small, weak lizard man colony stayed very secretive until their numbers were greater, a couple of hundred years after they were relocated.

They have grown to dominate their swamp, sharing it only with non-sentient races, allowing no humans or humanoids to live within it.

Relations With Other Races

Though the Malpheggi keep others from living in their domain, they do trade with some other races. They usually trade their formidable knowledge of the swamp, and their own fighting ability, to the Azcans and the Schattenalfen. Their most usual sort of commerce is to act as guides for Azcan raiding parties who wish to cross the thickest part of the swamps to fall on the Oltecs from a surprise quarter.

Likewise, they'll lead Schattenalfen through the swamps to attack the Azcans. The Malpheggi keep their bargains, but are mercenary and feel no loyalty to these two evil, warring races.

NPCs

A typical Malpheggi lizard man the PCs might meet is Haarss the Ambusher.

Haarss the Ambusher, Guide and Warrior

History: Haarss was born with a knack for finding his way through the swamp which is not often matched by other lizard men. When still a youthful Malpheggi warrior, he led his first mercenary expedition, taking Azcans against the Oltecs and back again into Azcan territory. But it is not as a guide for which he is most appreciated by his queen: He is a superior scout and ambusher. He has for years been assigned to watch the periphery of the swamp, where humans most often make their intrusions.

Personality: Haarss enjoys terrorizing intruders. He doesn't employ direct confrontation; he's more

clever than that. He drops dinosaur-mutilated animal carcasses in their paths. He overturns their boats and canoes from below. He stampedes carnosaurs through their camps. Through it all, he stays unseen. Only after intruders are "softened up" in this fashion will he approach, still hidden in the underbrush, and demand that the intruders declare their business or begone. If the intruders are willing to pay to be guided through the swamp, he'll charge extra because he can lead them the "safe" way, where none of these nasty things will happen to them . . . which is the truth, sort of.

Appearance: Haarss is nearly 7′ tall with olive-colored scales and black, glittering eyes. He carries a spear, a broad sword, and a knife, all taken in trade from people who have come through his swamp.

DMing Notes: Haarss is not an adventurer and cannot be lured to accompany PCs out of his swamp.

Combat Notes: 4 HD lizard man; AC 5; hp 16; MV 60′ (20′) on land, or 120′ (40′) swimming; #AT 1, weapon or claws; Dmg 1d8+2 (broad sword), 1d6+2 (spear), or 1d4+1 (claws); Save F4; ML12; AL N. S16 I16 W13 D12 Co14 Ch13. Languages: Malpheggi, Neathar. General Skills: Hunting (I), Navigation (I), Survival (Swamp, I), Tracking (I), Stealth (Swamp, D).

Magical Items in Possession: None.

Typical Lizard Men

Combat Notes: 2+1 HD lizard man; AC 5; hp 10; MV 60′ (20′) on land, or 120′ (40′) swimming; #AT 1 weapon or claw, with Strength bonus; Dmg 1d6+1 (spear, short sword, or war hammer), or 1d4+1 (claws); Save F2; ML12; AL N.

Monsters

The Malpheggi swamps abound with dinosaurs; see the Monsters chapter of *The Adventure Book* for statistics on those.

Smaller but dangerous animal opponents common to these swamps are the crocodiles (from the *Expert Set*).

The Merry Pirate Seas

Technology: Iron Age (steel forged).

Life-Style: Pirates and buccaneers.

Population: 100,000 in numerous cities and large towns.

Outer-World Origin: Varies (see History below).

Description

The Merry Pirate Seas are waterways, a strip of seacoast and numerous islands in the equatorial region of the Atlass Ocean.

This is clear, blue, beautiful ocean thickly dotted with islands, especially right at the equator, where the great equatorial mountain range ente the water and results in a straight series of large, high, mountainous islands.

The weather here is surprisingly clear and coo a result of the Immortal magic which maintains the weather at the equatorial mountain range. Due north and due south only a few dozen mile the climate becomes tropical again.

All through this region, all over the islands, a communities where the chief industry is piracy. These pirates prey on each other to a certain extent, but mostly they concentrate their efforts o attacking ships from the Milenian Empire and sacking coastal villages of both the Milenians an the Azcans.

This isn't a place where one culture at one pe iod in history has been preserved like a fly in an ber; instead, the cultural elements common to pirate cultures have been perpetuated here. He the traveller will see Traldar pirates of BC 1,000 3rd-century AC Thyatians, 5th-century AC Northmen (Ostlanders), and 7th-century Ierendians, both humans and halflings. The cities ar mostly built to human scale, but there are man dwellings for halflings as well. In the harbors, characters will see high-masted pirate ships and long, low pirate galleys with shields lined up along the rails, all fit for pirate duty. Any one seacoast town will have a mixture of building styles stretching across 1,700 years of history; so buildings will be mud or grass huts, others will cut log or rough stone cottages with thatched roofs, still others will be well-built buildings of wooden planking, fine brick or dressed stone.

There are not a lot of monsters in these ocean Travelers see occasional ocean-going dinosaurs s as the *plesiosaur* in the water; sometimes they encounter sea serpents, sharks, whales, dolphin and other sea-dwellers. But on the whole, the greatest dangers in these waters are the pirates themselves.

The Pirates

As mentioned, the pirates of the Merry Pirate Islands come from a variety of ethnic backgrounds. The original four races included Trald (fair-skinned, dark-haired warriors from BC 1,000), Thyatians (ruddy warriors with a wide range of hair color, dating from about BC 250), Ostlanders (fair-skinned, blond-and red-haired northland warriors from AC 500), and Ierendia (humans of Thyatian stock, and western halflin dating from AC 700 or so).

However, these races (excepting the halflings have blended together over the centuries, and have added others to their ranks. Captured Azc who are not loyal to their evil empire have join the ranks of the pirates. So have hard-bitten M nian mercenaries. And slaves captured from bo of those empires have joined the pirates, especi Tanagoro, Nithians, and Neathar.

The Merry Pirates have their own distinctive national uniform, which has evolved over the centuries. Active pirates, men and women alike, wear tight-fitting trousers which come down to the lower calf; these are usually of blue, tan, or some other inconspicuous color. They wear light tunics, short-sleeved or long-sleeved, often v-necked and very loose, which are usually of some bright color or decorated with stripes.

Footwear varies widely: Some pirates wear slippers and no stockings, some wear shoes with knee-high stockings, while still others wear knee-high, soft boots, often with swashbuckler cuffs which turn down from the top of the boot. Most pirates add a colorful waist-sash to the outfit, usually bright and very strikingly (some might even say clashingly) different from that of the tunic.

To these basic elements, they add many decorations. Some, men and women alike, wear earrings. Headgear varies from headbands to simple scarves tied around their heads to fancy, three-corner hats. Pirate officers may wear cloaks, but do so only in colder climates or when they're trying to impress visitors. Pirate kings often wear ruffled shirts and long-tailed jackets in blue or red.

There is no hair-style consistent to the Merry Pirates. Among both male and female pirates, long and short hair-styles are common. Male pirates do tend to wear facial hair, from snappy little mustaches to formidable mustaches and beards.

Because of injuries pirates sustain in their violent lives, many of them wear eye-patches, wooden legs, or hooks in place of hands.

On shipboard, non-officer pirates wear only concealed weapons, usually knives carried in hidden sheathes. Officers often wear weapons-belts at all times.

When preparing for action, all pirates don weapons-belts or baldrics, from which at least one sword hangs; some have two or more swords or a bandolier full of daggers. Merry Pirate wizards have been known to rig belt-sheathes for their more destructive wands.

The Merry Pirates wear leather armor or no armor when sailing; some carry shields. On land, they may don heavier armor.

Non-pirates living in pirate communities wear similar clothing. Women non-pirates usually wear skirts instead of trousers, but have similar preferences for bright, colorful clothes.

The common tongue of the Merry Pirates used to be Thyatian, but has in recent centuries been replaced by Neathar—a hard, rough dialect of Neathar supplemented by piratical loan-words taken from other languages. Other languages commonly found in the islands are Traldar, Ostlander, and *hin* (halfling).

Customs

By ancient tradition, the Merry Pirates are bold, boisterous, noisy, energetic, and *merry*. Naturally, they don't seem so very merry when swabbing the decks or laboring away at ordinary seamen's duties. But, at other times, their lives are filled with cheerful bluster. Their piratical assaults are whooping, jeering, line-swinging, sword-slashing affairs where each pirate strives to outdo his fellows in style and deed. In their shoretime celebrations, when they fill the taverns of their home ports, they lavishly spend money and treasure, drink an excessive amount of alcohol, and cavort in all sorts of displays of self-gratification. Obviously, they live for the moment.

The Merry Pirate Seas are not a unified nation. Though all the cities share customs and history, though ships from one port can usually find safe harbor in any other port, these cities do not rule one another. From time to time, pirates of one city may sack another they do not care for, but they do not leave a garrison or rulers behind; that's not what pirating is all about.

Oddly, the Merry Pirates all seem to be self-educated lawyers, and agreements of all sorts between the pirates take the form of complicated written or verbal contracts. When pirates join a pirate ship, they sign its *articles*, a formal document that lays out what the responsibilities of the crewmen are, what those of the officers are, how all captured treasure will be divided, and so forth. When one landlubber agrees to perform a task for another, they agree on a price, a deadline, and how to seek damages against one another should one party or the other fail to come through, and establish a verbal contract in the presence of witnesses.

Most of the pirates are men. Descendants of superstitious outer-world seamen, most believe that sailing with a woman on board is bad, bad luck. And since the society revolves around the pirate himself, women tend to be second-class citizens in this land.

However, some women beat the odds. Some few male pirate captains will ship with female crewmen. There are three or four female ship-captains plying the seas, and one of them has an all-woman crew.

Among the Merry Pirates, one can find worshippers for just about every Immortal listed in the *Immortals* chapter. Because of the ethnic backgrounds of the Merry Pirates, the most favorite Immortals include Halav, Petra, Zirchev, Odin, Thor, Frey, Freyja, and Vanya. However, the Merry Pirate Seas were "created" by the Immortal Korotiku the Trickster, and he has as many worshippers as any of those Immortals.

The Merry Pirates use two principal classes of pirate vessels: large sailing ships and war galleys.

Most of the Merry Pirate vessels are war galleys. These vessels are best-suited to attacks on small ships or to landing parties attacking coastal cities.

But there are also many large sailing ships, built on Ierendian designs. Their captains are the nobility of pirate culture, and their exploits become

legends among the pirates.

The pirates are not stupid. A pirate ship will never attack a target that looks stronger than it is. A pirate captain will never sustain an attack when it becomes obvious that the pirates are losing; they'll turn and run, returning later with reinforcements.

The Cities

Among the communities of the Merry Pirates are:

Arana. This is the pirate town with the least number of pirates. This town of 7,500 is the shipbuilding capital of the Merry Pirate seas; here, there are more shipbuilding industries than in any of the other communities, and it is justifiably famous for the quality of its craftsmanship. Arana is the closest the Merry Pirates have to a community of hard workers; few pirate vessels actually ply the seas from this more distant port. But trade through Arana is plentiful, for pirates always need new ships: Gold and treasure move as freely through this town as any other.

Baraga. The "capital city" of the Merry Pirates is Baraga, the name of both the city and the island it is on. Baraga is the largest pirate city, with 30,000 residents. It is the hub of the Merry Pirate culture; more treasure rolls through Baraga than any of the other pirate ports. The inns here are more numerous, the entertainments more lavish and expensive. Its ruler is the retired pirate Necco the Black, and he is a very clever man. He's established new defenses for the harbor: Sharpened, hardened logs planted underwater at such an angle that they will easily shear through the hulls of invading ships. They protect all but a narrow channel of the harbor approach, so only sailors familiar with their placement can enter the harbor. The safe channel is no secret, and not hard to find out, but Necco has another secret for invaders: Underwater, right in the safe channel, he's set up more stakes on waterproof hoists. They lie on racks on the harbor bottom when not in use. But if Baraga ever faces a major invasion, Necco can send down teams of divers to crank up those spikes to defend the harbor all the way around. The safe channel will suddenly become as dangerous as any other approach. The city of Baraga itself is defended by a stone wall with ballistae on the guard-towers.

Floresque. This large town of 5,000, the oldest of the Merry Pirate towns, was originally settled by Traldar colonists; later, the Immortal Korotiku finagled things so that other pirate races also settled there, beginning the process of forming the Merry Pirate culture. It's the closest Merry Pirate community to the Traldar, and its ships and galleys do a certain amount of raiding along the Traldar shore. Floresque's harbor is protected by a high headland upon which many siege engines are placed to repel invaders, and the town itself is further protected by a heavy stone wall.

History on the Outer World

The Merry Pirates do not have any unified histo on the outer world. The cultures which make them up do, of course: The Traldar of a BC 1,0 the Thyatians of 750 years later, the Ostlanders AC 500, the Ierendians of two hundred years a that. Their individual histories may be read in *History* chapter.

History in the Hollow World

About BC 1,000, as Traldar civilization was collapsing under the weight of the gnollish attack elements of the Traldar culture were moved to Hollow World. They were placed on the wester coast at the equator, where the land was mountainous all the way down to the sea and where weather was temperate. Soon, they spread out across their mountainous lands and had settled and down the coast and out among the islands. Many of the Traldar took up the lives of piracy they'd enjoyed on the outer world.

Around BC 250, the Immortal Korotiku had idea which charmed him. He'd been watching pirates of the Thyatian race and noticing intere ing similarities between them and the Hollow World Traldar pirates. Could he, he wondered, create a pirate-based culture blended from all s of outer-world pirates?

Though the Thyatians were in no danger of ex mination, Korotiku transported several Thyatian pirate villages to the islands west of the Traldar lands. Once the Thyatians had adapted to their n environment, they continued with their life of pi racy, beginning a spirited rivalry with the eastern Traldar. They also took and occupied a few towns including Floresque, which had been Traldar com munities, and began the process of creating a pir culture distinct from its original cultures.

Korotiku introduced individual outer-world pirate ships into the Merry Pirate seas from tim time, and twice more added major cultural "blocks": Ostlander pirates, those blond-head northmen, in AC 500, and Ierendi pirates (bot Thyatian descendants and halflings) in AC 700

With permission of the other Immortal buil of the Hollow World, Korotiku was able to ben the rules of the Spell of Preservation to allow t cultures to blend and retain only their distincti pirate characteristics. This also allowed the pira to assimilate the superior ship-designs of each culture added to their ranks. Korotiku was abl do this because none of these activities endangered the still-existing Traldar culture.

Relations With Other Races

Across the years, the Merry Pirates have preyed everyone they could. They've occasionally raid and sacked Traldar communities, but that warl race is tough and they often prefer other target

The most common targets of the Merry Pirates are seaside Azcan towns, rich with gold, and the seaside towns and shipping of the Milenian Empire to the far south.

Because they're predators, the Merry Pirates have no allies, only enemies. Any nation with cities on the west coast of the Atlass Ocean counts itself as an enemy of the Merry Pirates. One exception is the peaceful Makai natives; the Merry Pirates often put in to the idyllic Makai islands in order to feast and frolic with the locals.

NPCs

Pirates whom the NPCs might encounter, on land or sea, include Handlebar Emilio and Carola the Grappler, both notorious ship-captains.

Handlebar Emilio

History: Emilio, age 35, was born in the town of Floresque and aspired from his earliest years to be the greatest pirate on the seas. He became a pirate-ship cabin boy at age 13 and has been on the sea more than on the land in all the years since.

Personality: Emilio may or may not be the greatest pirate captain there is, but he's certainly the most vain. He's always impeccably groomed and dressed in the richest, most luxuriant pirate fashions. His nickname comes from the elaborate handlebar mustache he cultivates; it is his pride and joy. He is convinced that he is irresistible to women and seeks every opportunity to prove it—female PCs in his company will inevitably suffer his advances.

Appearance: Emilio, is tall, dark, and slender. He has black hair and deep brown eyes. His large, beaklike nose protrudes over his elaborate handlebar mustache. His clothes are rich, his weapons numerous; he carries a cutlass (normal sword) on his belt and a brace of eight throwing knives on a bandolier.

DMing Notes: This pirate is a swaggering, self-assured, wealthy pirate king. He's no more evil or good than any other pirate captain; he's just more insufferable.

Ship: Emilio's ship is the *Black Raven*, a sailing ship.

Combat Notes: 12th-level fighter; AC 5 (leather and dexterity bonus); hp 50; MV 120′ (40′); #AT 2 cutlass or dagger; Dmg 1d8+3 (cutlass) or 1d4+1 (dagger); Save F12; ML7; AL N. S13 I12 W10 D17 Co11 Ch14. Languages: Neathar. General Skills: Knowledge of the Atlass Ocean (I), Mapping (I), Navigation (I), Profession of Sailor (I), Signalling (Pirate Flag Codes, I), Drinking (Co).

Magical Items in Possession: *cutlass (normal sword) +2.*

Carola the Grappler

History: Carola's mother was a Milenian woman taken from a captured shipping vessel; her father was a famous pirate, Korto the Brute, who died ten years ago in action against a Traldar town. Carola grew up independent and strong-willed, an urchin in the streets of Baraga, and swiftly realized that she wanted more than anything to ply the seas as her male counterparts did. But no ship would allow her aboard as a crewman; if things continued in that vein, she never would be able to sail under her own flag. So she devoted herself to her other profession, that of thief, and became very successful at it. Her favorite tactic was to wait for the return of ships laden with treasure and rob their crews blind when they hit the taverns and bawdy-houses. Twice, she was able to lead crack teams of fellow-thieves in capers against ships in the harbor. At the age of 20, she'd accumulated enough personal wealth to retire . . . but, instead, she bought herself a sailing ship, overpaid a retired captain to teach her and a crew to sail with her, and began to live out her ambition. Determined to prove herself as a pirate, she has, in the last ten years, become one of the best-known captains and has inspired other women to take up the life.

Personality: Carola is fascinated by the unattainable dream. She might not have become a pirate captain if that profession hadn't been denied to her. If there's a city which no other pirate has been able to sack, it will become her goal; if there's a Milenian ship which no other pirate has been able to catch, it will become her quarry. She is very serious, not given much to amusements. She has been unwilling to marry because her suitors generally insisted that she give up life on the sea, so she remains alone. Emilio is convinced that she is still in love with him, a delusion which greatly annoys her.

Appearance: Carola is of average height and brunette, with striking blue eyes often compared to the color of the sea. She has a beauty mark on her left cheek.

DMing Notes: Carola's nickname derives from her prowess as a wrestler, which she will gladly demonstrate to any character who makes disparaging remarks about her.

Ship: *The Leap of Faith*, a standard sailing ship.

Combat Notes: 14th-level thief; AC 2 (leather armor and dexterity bonus); hp 35; MV 120′ (40′); #AT 1 rapier (normal sword); Dmg 1d8+1; Save T14; ML10; AL N. S16 I13 W10 D18 Co12 Ch13. Languages: Neathar, Milenian. General Skills: Wrestling (S), Knowledge of Atlass Ocean (I), Military Tactics (I), Profession (Sailor, I), Signalling (Thief Codes, I), Signalling (Pirate Flag Codes, I), Acrobatics (D), Escape Artist (D), Leadership (Ch).

Magical Items in Possession: *leather armor +2, ring of x-ray vision.*

Typical Pirate Crewmen

Combat Notes: 1st-level fighter; AC 7 (leather); hp 4; MV 120′ (40′); #AT 1 short sword or crossbow; Dmg 1d6; Save F1; ML8; AL N.

Pirate Vessels

These are the most common sorts of vessels found in the Merry Pirate Seas.

Merry Pirate War Galley

Movement Rate 12 miles/day (72 if sailing), or 60′/round (120′ if sailing), 300 Rowers, 30 Sailors, 75 Marines, 150 Hull Pts., AC 7, Capacity 80,000 cn.

One ballista on the bow: AC 4, HP 9, Crew of 4, Range 100/200/300, Damage d10+6, Fire Rate 1 per 2 rounds.

One ram on the bow, below the waterline: AC −4, HP 50, Damage d6+8.

Merry Pirate Sailing Ship

Movement Rate 72 miles/day, or 120′/round, 20 Sailors, 50 Marines, 150 Hull Pts., AC 7, Capacity 300,000 cn.

Two ballistae each on bow and stern: AC 4, HP 9, Crew of 4, Range 100/200/300, Damage d10+6, Fire Rate 1 per 2 rounds.

Six light catapults along each side: AC 4, HP 18, Crew of 6, Range 200/250/300 (Minimum Range 150), Damage d8+8, Fire Rate 1 per 5 rounds.

Monsters

The monsters found in the Merry Pirate Seas are all of the ocean-going monsters mentioned in the Monsters chapter of *The Adventure Book*.

Milenian Empire

Technology: Iron Age.

Life-Style: City-dwelling imperial society; democratic political processes.

Population: 3,000,000 in many cities, innumerable villages and towns.

Outer-World Origin: Southern continent, ca. BC 100.

Description

The Milenian Empire is a far-flung civilization that occupies a long stretch of southern Atlass Ocean coastland and territories inland.

The land of the Empire ranges from tropical forest in the north to temperate forests and open plains in the south; the eastern border of the Empire reaches to a long, narrow mountain range. So, except for desert, one can find almost any kind of terrain within the borders of the Milen Empire.

The dinosaurs which plague all human cultu of the Hollow World are uncommon in the Em pire; they have largely been driven out by the organized efforts of the Milenian armed forces. However, it has proved impossible to drive the out utterly; and dinosaurs live in the eastern mountains and occasionally cross the eastern frontiers, bordering on the wild Tanagoro and Jennite territories. So dinosaurs are a rare threa but a threat nonetheless, in these lands.

The land is dotted with cities, towns, and vi lages of the Milenians. These are all protected stone walls; none is exposed to the surroundin countryside.

These cities, like all human cities, have large tracts of homes of the poor: Wooden or mud-b dwellings with shingled or tiled roofs, mostly. the architecture of the wealthier sections of tow unlike that of any other Hollow World culture

The Milenians build airy palaces, civic build and temples with great colonnades of huge car stone columns. They pave large plazas to act a public gathering-places. They build enormous statues of marble and ivory and gold, statues u paralleled in grace and realism in all the world Though their monumental architecture is noth as large as the Nithians' (see the entry below f the Nithians), they are indeed a race of builde and planners.

The Milenians

The Milenians seldom exceed average height. race, they are very keen on proper exercise and good health, from the young to the elderly, ar few Milenians are overweight or appear to be sickly.

Most Milenians have olive complexions and brown hair and eyes. Some are blond or red-headed; blue eyes are rare but do appear. Mile nian women wear their hair long but usually w it up, in hairstyles from simple pony-tails to e orate coils. Milenian men wear their hair short often curly; many wear beards and mustaches beards without mustaches. (The latter style, in Hollow World, is virtually unique to the Mile-nians.)

Milenian men wear short-sleeved, thigh-len linen tunics, belted, and sandals. With Milen slaves, the tunic will be a bland, undecorated or white. But with increased wealth comes in-creased decoration. Lower-class Milenians deco their tunics with stripes and designs; middle-c and higher-class Milenians have tunics in gauc colors, decorated with all manner of stripes an patterns or with embroidered pictures of anim or monsters.

Milenian women wear sleeveless, long-skirte gowns, with the same sorts of color schemes re

senting their personal wealth.

Woolen cloaks and lined boots are usually worn in colder climates.

The Milenians wear a lot of jewelry, especially bracelets and necklaces; even the lowliest slave will have a necklace of cheap beads.

In wartime, Milenians wear very sturdy leather armor. This is not the sort of leather armor worn by most peoples: It is heavy cowhide boiled in wax to be very hard and shaped to conform to the body of the wearer. This type of armor is thus heavier than normal leather armor and has the same characteristics as scale mail: AC 6, 300 cn encumbrance. This cuirass is accompanied by leather greaves and vambraces. The Milenians also carry a large round shield about 4' in diameter; warriors individualize their shields by painting interesting designs such as monster faces on the shield-fronts.

Milenian warriors carry spears, pole arms (pikes), short swords, and long bows. Milenians can use other weapons, but those are the four principal weapons of the Milenian soldier.

Milenian is the language of these people. Though it is descended from Traldar, it is not the same language. There is a written form of the language, which is not at all similar to the written form of Traldar.

Milenians also speak Neathar, the common tongue.

Customs

The Milenians are a strange people. Their whole culture is a maze of contradictions which other races find maddening.

They have an emperor. (It would scarcely be an empire without an emperor.) But they do not practice hereditary kingship: The Emperor is *elected* from among eligible nobles by the Senate, the other ruling body of the Milenians. The Emperor, once appointed, may not be "voted out of office." On the other hand, an emperor who finds himself opposed by the majority of the senators and the people had best abdicate; else he will inevitably find himself thrown down and executed by a popular revolt.

The Emperor decides on the empire's policies: Whom to hate, whom to help, whom to launch troops against. The Senate decides on the empire's laws: What are crimes, what are citizens' rights. The Emperor may decide where to send the troops, but the Senate controls the budget and determines how many troops there *are* in the Empire.

As the Senate elects the Emperor, the Citizens elect the Senators. A Citizen of the Milenian Empire is any Milenian-born male who owns land within the empire. A Senator serves a six-year term and may be consecutively reelected all through his life if he can persuade the Citizens of the area he represents that he *should* be.

The Milenians do not believe in any sort of inherited position; all their city rulers and officials are elected, usually for similar six-year terms.

The Milenians have great respect for scholars, philosophers, and artists. In a society of equals, those types of people are a little "more equal" than others.

This, roughly, is the hierarchy of social classes among the Milenians:

Ranks of Milenian Society (Highest to Lowest)

The Emperor
Senators
Citizens
  Scholars/Artisans
  Officers
  Merchants
Commoners
Slaves

The Milenians do keep slaves. Many of them are Milenian. But greater numbers are captured Tanagoro and Jennite warriors; some few are captured pirates, Azcans, Traldar, Makai (a Neathar tribe) and even Nithians. Slaves in the Empire have a few rights: Their owners may not slay or maim them out of hand, and the slaves may own a few items of personal property. Slaves are not all just menial workers; there are scholar-slaves who teach young nobles, for instance.

In the cities, most of the slaves will be native Milenians. Foreign-born slaves are usually kept outside the communities, ganged together with others of their own kind.

It is by force of arms that the Milenians maintain their empire, keeping the more distant and rebellious communities in line. The Milenians have a large, well-supplied army. The most powerful element of that army is the infantry: The phalanxes of the Milenians, advancing on the enemy in straight ranks with shields locked and pikes bristling overhead, are a sight to be feared in the southern hemisphere.

The Milenians also keep cavalry forces, especially on the border with the horse-loving Jennites, and a navy utilizing war-galleys. The navy's goal is to protect shipping against the Merry Pirates (in which they are only partially successful) and to keep the cities of the far-flung empire in line.

For the Milenians are notoriously independent; their empire is not an ant-like bureaucracy like the Azcan nation. Individual cities do elect representatives to the Senate, but are contentious among themselves. Some do not believe they need to be sending their taxes to the Empire, that they can get along better as independent cities and confederacies, that the very Empire itself is top-heavy and inefficient. These are not new ideas; there have been times of such national organization in Milenian history.

Women in the Empire are second-class members of society. They can own personal property but not land; therefore, they cannot be Citizens. They cannot carry weapons larger than daggers. In spite of these restrictions, women often wield a lot of power within the nation: A woman who cannot own land can still own a major shipping firm, leasing land from male landowners, racking up profits, and using their money to put pressure on the Senators and other elected officials.

The Immortal patrons of the Milenians include Halav and Petra, ancient Immortal patrons of the Traldar. The Milenians are disliked by the Immortals Vanya and the Shining One, who often interfere in their national affairs.

Corisa

The capital city of the Milenians is Corisa, on the coast. This is a city of 250,000 residents.

Corisa's streets are paved. Its great buildings are built of white limestone quarried far away and carted into the city. Its columns are taller than those of any other Milenian city; its statues are finer; its philosophers are wiser. Or so its residents think, anyway.

The map on page *70* shows the city of Corisa. Some of the city's more interesting features include:

(1) The Acropolis. On this 500′, flat-topped hill stands the residence of the Emperor. This is a brilliant white three-story palace whose top floor commands an incredible view of the Atlass Ocean; its western facing is lined with three-story columns. Also on the acropolis are temples to Halav and Petra, and a garrison for the Emperor's personal guard; the entire acropolis is surrounded by a wall 20′ tall and 15′ wide.

(2) The Agora. This is the vast open heart of the city of Corisa. It is an enormous plaza where people congregate to gossip, discuss the news, address the crowds with speeches or philosophical thoughts, and so forth.

(3) The Senate. This huge three-story building is the political center of the Empire. An imposing flight of steps leads up from ground level to the second floor, which is the main entrance to the Senate. Within, in the broad Senate Chamber, the empire's two hundred elected officials debate current issues, pass laws, represent their peoples, sometimes scream shrilly at one another or assassinate one another. There is a balcony, an observation gallery, above and around the Senate Chamber, and for certain debates visitors are allowed in to observe. The rest of the building is taken up with individual senators' offices and the offices of minor functionaries.

(4) The Theatre. Here, comedies, dramas and tragedies penned by the Milenian playwrights are performed. The theatre, a depression carved directly into the bedrock beneath the city, seats 10,000. It is always filled to capacity during the opening week of any play, though attendance swiftly drops off for poor-quality productions.

(5) The Temple. The city of Corisa is littered with temples. There are temples here to a grea number of Immortals, not just Halav and Petr any segment of the population worships a cert Immortal, you can be sure of finding a temple that Immortal somewhere in the city. But only holy house is called simply "The Temple." Thi the great building near the foot of the acropol is the major temple dedicated to both Halav a Petra. Its main hall of worship can seat 5,000 worshippers, and it is manned by a staff of 50 clerics and 1,000 servants and slaves. Its walls lined with tapestries and treasures devoted to Immortals, and its main hall is dominated by huge statues of Halav and Petra seated on adja thrones and facing the audience. The seated statues stand 40′ tall, made of limestone paint in natural hues; Halav's "bronze" scale armor actually gold-plated, as is Petra's shimmering golden dress.

(6) The Harbor. Corisa's huge harbor is part natural, part artificial. The headlands, protect by 20′ walls, are artificial, built over the years ambitious emperors. The one entrance into th harbor is guarded by a chain made of massive bronze links: It is normally lowered deep in th water for ships to pass over, and is raised when city defends itself from seagoing invaders. The harbor wall features numerous towers, each topped with one heavy catapult and two ballis

The Other Cities

Other cities important to the Empire include:

Demtor. This inland city of 75,000 is the gr capital of the empire; the grasslands around D tor provide roughly 30% of all the grain grow the land. The governorship of Demtor is a po ful position, and is always accompanied by gr wealth.

Dophius. This city of 50,000 polices the br River Tythus: Dophius' 3,000-man garrison is charged with travelling up and down the river discouraging river traffic and smuggling of un taxed goods.

Laroun. This southern city of 100,000 is a se community which is well-known in the Empire its libraries and its scholars. The 7,500-man ga son here is the largest this far south in the emp and is charged with keeping the more distant southern cities in line with the Empire's laws. roun is far enough south that it does not have problems with dinosaur intrusions.

Pelai. This city of 20,000 is a hotbed of intrigue. The largest Milenian city of any size th far south, it is a center of the rebel undergrou which seeks to destroy the Empire, breaking i down into a collection of individual cities and confederacies. The climate here is colder. The main livelihood is fishing.

Tyrnus. This city of 150,000 is the second-largest in the Empire. Lying on the coast surrounded by heavy forest, it is the logging and woodcrafting center of the Empire. Its 5,000-man navy is charged with thwarting the Merry Pirates and pirate raiders from the Traldar, which it has not been very successful at doing across the centuries; consequently, naval garrison commanders are appointed and fired (and sometimes court-martialled) by the Emperor with depressing regularity.

History on the Outer World

A thousand years BC, in the land now called Karameikos, a warlike people called the Traldar thrived. They were a Bronze Age culture of independent kingdoms, and were very fond of warfare and epic struggle.

They got their ultimate epic struggle when a ravenous horde of gnolls invaded their land and began systematically destroying the Traldar nation.

Early in this war, different Traldar cities responded in different ways. Some were quickly obliterated by the invaders. Some, led by King Halav of Luln, began to band together in a guerilla defense.

One city responded by fleeing en masse. Marilenev, a coastal city on the site of later Specularum, was ruled by one King Milen, who had long thought about colonizing the Southern Continent. When he became—erroneously—convinced that the gnolls would wipe out all humans in the Traldar lands, he led a massive exodus, with almost all the population of Marilenev taking to the Sea of Dread in a ragged flotilla of inadequate boats.

After this inauspicious start, however, things improved for the Traldar. The survivors, roughly 70% of those who had set out, reached the Southern Continent and forged far inland, to the deep forests which reminded them of Traldar lands. There, they began to shape a new nation, the nation called Milenia . . . and later the Milenian Empire.

The Milenians slowly, systematically conquered and absorbed surrounding tribes of men—mostly fair-skinned descendants of the Neathar, and some darker-skinned descendants of far-ranging Oltec men. Over the centuries, this resulted in the slight olive skin tone and brown hair which is common to most Milenians today.

Some of the surrounding tribes which resisted conquest were the ancestors of the Thyatians and the Hinterlanders (see the **Dawn of the Emperors** boxed set for more on these races). By BC 600, the Thyatians, Kerendans and Hattians had decided enough was enough: They abandoned their homelands to these better-organized invaders and led a colonizing expedition north. Likewise, other tribes that would not be assimilated were driven forth in all directions as the Milenians solidified their position in the southern continent.

Over the centuries, the Milenians' language and culture became gradually different from the Traldars'. They developed iron weapons, though they kept to most of the traditional types of weapons (short swords, spears, etc.) which had made the Traldar great. They switched to cuir-boulli (leather boiled in wax) armor instead of bronze, but kept the same basic armor configurations as the Traldar: cuirass, helmet, greaves, vambraces . . . So, 800 years after they left the Traldar lands, they were a different culture, but still had many similarities to the Traldar.

By this time, things were not all well in the Empire. One particularly corrupt Emperor had managed to rig regional votes, hand-pick his Senators, oppress the more distant cities and colonies even more viciously than is the Milenian norm, and secure the transfer of the imperial crown to his son, a violation of the Milenians' somewhat democratic principles. The corruption of his dynasty weakened the empire, as the ruling class became indolent and decadent, unconcerned with the fair rule of the Empire, interested only in self-gratification. Increasingly, the more primitive tribes which had once been forced to run were returning to their homelands, sacking and destroying Milenian communities.

By BC 100, the situation was grave. The empire was under near-constant siege by the more primitive tribesmen, and dissident incompetents were in charge of practically every aspect of the military and government. They prayed to the Immortals for help, but the Immortals Halav and Petra were angry because the Milenians had ignored their guidelines for centuries and would not help.

Instead, Halav and Petra carefully chose several thousand Milenians—young and healthy or aged and wise, but neither dissident nor corrupt—and transported them to the Hollow World. Robbed of its only strong-willed and strong-bodied defenders, the city of Milenia fell within 50 years to the tribes it had once contemptuously flicked aside.

History in the Hollow World

In the Hollow World, the Milenians proliferated and began to spread across the coastline of the southern hemisphere.

They returned to the democratic principles of previous centuries and built up a strong central government of elected Citizens. They drove out the Jennites occupying the southern plains and established forts against the mighty Tanagoro warriors of the northeast.

They began a program of extermination of the dinosaurs which, over the centuries, greatly limited the numbers of the huge lizards in the Milenian lands.

Though they faced intrusions from the east and piracy from the north, the Milenians grew into a


Ianathon Quarter
(Old Town)
Ianos Road
Petras Street
Meanon Avenue
Sitryon Quarter
(Commerce District)
2
Market Place
Gorios Road
Imperial Way
Meanon Bridge
River Corius
Larona Street
4
Theater
3
Senate
East Gate Road
Imperial Bridge
1
Acropolis
5
Temple
Aruna Road
Corion Lane
Imperial Way
Actios Quarter
(Wealthy Area)
Amoras Way
Spyrchios Quarter
(Harbor)
Battlements
N
E
S
W
City of Corisa
Scale: 1 inch =

very strong empire in a matter of a few centuries; even today, their borders are expanding, and the Milenians (like the Azcans to the far north) believe that they must, ultimately, rule all the Hollow World one day.

Relations With Other Races

The Milenians are enemies with the Tanagoro and Jennites.

Less frequently, they have clashes with the more distant Nithians; though they are separated from them by great distances, the two cultures disliked one another on sight.

When relations between them are at their best, they exchange quick-witted ambassadors who can couch insults in the most delicate language, and gifts which somehow are just a little offensive. If the Milenian emperor cannot learn to ride a horse, the Nithian pharaoh will give him a magnificent statue of the emperor mounted on a horse; if the Nithian pharaoh's children are always girls, the Milenian emperor will give him a magnificently-bound book containing the story of a hero and his many sons.

And when relations are at their worst, the infantry and cavalry of the Milenians march across the eastern plains, often attacking Jennites and Tanagoro in the process, to crash into the infantry and chariots of the Nithians. Epic songs and poems, with both sides claiming to have won every fight, often result.

The Milenians are also enemies of the Merry Pirates, who constantly prey on them. They are occasional enemies and occasional trade partners with the Traldar, for whom they have more respect.

The Milenians have never discovered the Kubitts.

NPCs

The Emperor of the Milenians is named Adronius. PCs, unless they are of very high level, are ambassadors of some other nation, or perform some extraordinary feat within the Empire, are not likely to meet him.

An NPC whom they are more likely to meet is Vanassius, a youthful guide in the city of Corisa (though you can place him in any other city where you wish the PCs to meet him).

Emperor Adronius

History: Adronius, age 50, was appointed emperor when he was 35. He was, of course, no close relation to the previous emperor. He'd been a senator since he was 30, and had been a military officer and prosperous landowner before then; he is the ideal of the Milenian ruling class. Though he'd been an officer, Adronius is not much of a warrior; he's far more interested in building projects such as roads, dams, public buildings, and statues of himself.

Personality: Adronius fancies himself a musician, and most of his spare time goes into the writing and playing of new songs for the lute. Unfortunately, he's not very good; his songs are pedestrian at best, awful at worst. Even more unfortunately, he affects to want to hear brutally honest reviews, and will appear to take criticism in good grace . . . but he will ever afterwards be prejudiced against the person who gave him a bad review, and may wreck that person's career . . . or send out bullies to beat the person up for petty revenge. However, assassination is a little outside of his usual range of responses.

Appearance: Adronius is a little below average height and perhaps 20 pounds overweight, which he attempts to conceal through artful dressing. He wears a lot of bright colors with perpendicular stripes to camouflage his weight, and a lot of jewelry to distract the eye. His bearing is noble, and he is a very good speaker.

DMing Notes: One of his more antagonistic building plans is to dam up runoff rivers flowing east from the eastern mountains; this could dry up tracts of the Jennite plains and weaken the Jennites. You could easily plan an adventure where the PCs must help the Jennites against the dam-builders and their protective garrison, or help the Milenians against Jennite assaults on their dam under construction.

Combat Notes: 4th-level fighter; AC 9 (3 in armor and shield); hp 20; MV 120' (40'); #AT 1 short sword; Dmg 1d6+3; Save F4; ML5; AL N. S13 I12 W15 D10 Co11 Ch14. Languages: Milenian, Neathar. General Skills: Military Tactics (I), Riding (D), Acting (Ch), Leadership (Ch).

Magical Items in Possession: *short sword +2, Milenian (scale) armor +2.*

Vanassius the Guide

History: Vanassius is 13, an orphan youth who wanders the streets of Corisa looking for handouts, likely targets for a little thieving, or rich visitors who might need a guide.

Personality: Vanassius is a schemer, but could be very loyal to a person or group who showed him some consideration and trust: Whether he knows it or not, he's looking for a father-figure to replace the family he lost long ago.

Appearance: He stands a little under average height and is rail-thin. His hair and eyes are brown; his tunic is tan and soiled, his belt a knotted length of rope. He goes barefoot. Though it isn't obvious, he has a knife and sheath tucked into his tunic and knows how to use it.

DMing Notes: Vanassius is the perfect guide for foreign PCs who come to Corisa (or whatever city they come to first). He can show them the back alleys and undiscovered shops of his city, and knows something about the sewers and catacombs beneath.

Combat Notes: 1st-level thief; AC 7; hp 4; MV 120′ (40′); #AT 1 knife; Dmg 1d4; Save T1; ML9; AL N. S11 I15 W12 D17 Co12 Ch13. Languages: Milenian, Neathar. General Skills: Hiding (I), Knowledge (of his home city, I), Lip Reading (I), Acrobatics (D), Alertness (D), one unspent slot.

Magical Items in Possession: None.

Elite Guards

These elite guards protect the Emperor and his family; many are assigned to protect important officials and Milenian ambassadors to other nations.

Combat Notes: 8th-level fighters; AC 5; hp 40; MV 120′ (40′); #AT 1 pike, longbow or short sword; Dmg 1d10+2 (pike, extra bonus from Special Compensation), 1d8 (longbow), 1d6+1 (short sword); Save F8; ML10; AL L.

Typical Milenian Warriors

Combat Notes: 1st-level fighters; AC 5; hp 8; MV 120′ (40′); #AT 1 pike, longbow or short sword; Dmg 1d10+1 (pike, bonus damage from Special Compensation), 1d8 (longbow), 1d6 (short sword); Save F1; ML8; AL N.

Milenian Ships

The Milenians sail mostly in galleys. The navy has ram-equipped war-galleys, while most shipping takes place in merchant galleys.

Milenian War-Galley

Movement Rate 12 miles/day (72 if sailing), or 60′/round (120′ if sailing), 300 Rowers, 30 Sailors, 75 Marines, 150 Hull Pts., AC 7, Capacity 80,000 cn.

One ballista on the bow: AC 4, HP 9, Crew of 4, Range 100/200/300, Damage 1d10+6, Fire Rate 1 per 2 rounds.

One ram on the bow, below the waterline: AC −4, HP 50, Damage 1d6+8.

Milenian Merchant Galley

Movement Rate 18 miles/day (72 if sailing), or 90′/round (120′ if sailing), 180 Rowers, 20 Sailors, 50 Marines, 120 Hull Pts., AC 7, Capacity 60,000 cn.

Nithian Empire

Technology: Iron Age.

Life-Style: City-dwelling monument-builders.

Population: 4,000,000 scattered in many cities, towns and villages up and down the River Nithia.

Outer-World Origin: Northern Continent, modern-day western Ylaruam, ca. BC 500.

Description

The Land of Nithia is the longest, thinnest nati in all the Hollow World . . . just as it was on th outer world. The nation occupies a few miles of land on either bank of the Nithia, a broad, fert river which flows thousands of miles from south north, emptying into an enormous lake the Nithians call Lake Menkor.

On either side of the river is desert—harsh, sandy, sunny, windy desert. The river valley itse is lush, thickly grown with wheat-fields, bean-fields, date-palms, and other crops; cattle graze the grasslands.

In the north, the River Nithia branches out i several lesser rivers, and this region is a much broader fertile area.

The land is protected by geography from mo of the dinosaurs of the Hollow World. The dese east and west deters all but the most hardy of lizards; fortifications to the south and north pr tect the land from monsters intruding there. H ever, the land is sometimes beset with more unnatural monsters—such as the sphinx, the manscorpion, and others.

The weather here is changeless and eternal. Under the ever-shining noonday sun, the sky is always clear, the air always hot. Once a year, on regular timetable established by the Immortal Ordana, the River Nithia rises for several weeks flooding the valley lowlands with rich alluvial mud; it is this annual flood, more than the sta revolutions of the Floating Continents, that tel the Nithian commoner that another year is upo him.

Wood is at a premium here, most of it fetch from the mountain forests on the western shor of Lake Menkor; almost all the buildings in Ni are made of sun-dried mud bricks and stone.

The dwellings of the common Nithian are ju what one would expect of this land: Mud brick walls with thatched roofs. But the dwellings of rich, and the monuments they erect—these are unlike those seen in any other place in the Hol World.

The palaces are within walled compounds wh are heavily irrigated and lushly green. The main palace building is a broad, sprawling constructio of stone, a single story high in most places, talle the center, where the grand hall/reception room lies; that hall will be two or three stories tall. Th palace floor is inlaid with rich stones and mosaic huge statues of the Immortals and the country's rulers (past and present) line the walls. The fron the palace features a line of columns, not as dra matically sculpted as Milenian columns but ofte much bigger in diameter, more massive. Other buildings within the complex include long, low workers' quarters and workshops, stables, green gardens (often set up with artificial pools or por minor temples and shrines, grain silos, and ever small, separate houses for minor functionaries.

The temples are long, high affairs. Their roofs are held up by numerous close-set columns, many of them purely decorative; here, too, are statues of the Immortals.

The Nithians erect statues and obelisks all over the nation. Made entirely of stone, some of the statues reach over a hundred feet in height; the obelisks may be even taller. Their statues bear the faces of their great pharaohs (kings) and heroes, or of patron Immortals; some are of monsters such as the sphinx.

And then, of course, there are the pyramids for which the Nithian lands are best remembered. Usually built outside the cities, these are enormous tombs where the greatest and richest Nithian rulers are laid to rest. Unlike the pyramids of the Azcans, they are more smooth-sided, not arranged in distinctive steps; they are pointed at the apex, not truncated and capped with a clerical sanctuary; and they are burial places, not temples for the faithful. Within, there are treasure-rooms and deathtraps; outside, there are guards who keep out the attempts of tireless grave-robbers to loot the tombs.

(Not all Nithian tombs are pyramids, by the way. Some are built as small homes with no entrances. Others are labyrinthine complexes built underground, sometimes far out in the Nithian desert.)

The Nithians

The Nithians themselves are a small, dark-skinned, dark-haired people; their skin tone is duskier than the olive-complexioned Milenians. Women wear their hair long, often arrayed in elaborate coiffures; men wear it short, and seldom if ever wear facial hair.

Male common workers and slaves wear nothing but a loincloth. Female common workers and slaves wear a simple, sleeveless linen dress. Some palace slaves, male and female alike, wear nothing at all but a belt.

The wealthier classes of Nithians wear similar garments—but of much better fabric, linen or cotton which is so sheer as to be diaphanous, or dyed in a variety of beautiful colors. They also wear an immense amount of gold jewelry: Elaborate necklaces of strung gold rings or made with numerous rows of gem-inlaid gold plates, inscribed bracelets and anklets, hanging earrings, headdresses, belts . . . if it is decorative and made of precious materials, the wealthy Nithians will wear it.

Nithian soldiers wear long suits of scale mail and carry weapons such as spears, strange curved sickle-swords, and longbows; they carry rectangular shields. The great Nithian army is mostly infantry, though there are chariot divisions. Some of the Nithians know how to ride horses, but do not do so in the army; almost all Nithian horse-riders are messengers. The Nithians keep only a token navy; they do not like the sea (or even a large lake such as Lake Menkor).

The language of these people is called Nithian. There is a written form of the language, which is the same written language used by the Hutaaka; if a character can read Nithian, he can also read Hutaakan, even if he cannot speak the latter.

Nithians also speak Neathar, the common tongue.

Customs

Just as the Nithians think the Milenians to be strange, so do the Milenians think the Nithians.

Among the Nithians, the Pharaoh (king) and his chief wife, the queen, are always clerics. Only clerics may become rulers of this land. (The pharaoh's secondary wives do not have to be clerics.) This means that Pharaohs father as many children as they can in the hopes that one or more will be wise enough to become a cleric; consequently, every Pharaoh has many, many brothers to assign to various government posts within the land of Nithia.

Ancient Nithian law decrees that, unless they are killed too early in life, rulers *must* (when they reach 36th level) undertake the Path of the Dynast, seeking Immortality in the Sphere of Time. Therefore, the Pharaohs who have achieved the greatest personal wisdom (highest experience level) always abdicate and disappear on their Paths.

Nithian Queens may become pharaohs in their own right. It is uncommon; the Nithians prefer for the chief ruler to be male. But a strong female candidate may be picked over a weak male one.

The pharaohs are considered to be the Immortals' personal representatives in the Hollow World. Almost all are clerics of Rathanos or Pflarr, and so *are* representatives of the Immortals. However, that does that mean they perform their duties without any hint of self-interest; they obey the Immortals, but also interpret the Immortals' commands in such a way as to profit and advance themselves. Also, their patron Immortals make few true demands of them; consequently, the pharaohs have very few factors other than personal interest and personal ethics to motivate them.

Clerical concerns dominate the lives of the Nithians. Heavy taxes of gold and grain fill the coffers and the grain-storehouses of the temples. The doctrine of the Nithian religion, which says that those well-loved by the Immortals will return from death in some distant day to reoccupy their bodies and take up their possessions, leads to the Nithian practices of mummification and interment with great hordes of treasures and personal effects. However, because the clerics wield so very much power and receive so much treasure, elements of the clerical orders often become corrupt and worldly.

Even among the races of the Hollow World, where the eternal sun alters the inhabitants' perception of time passing, the Nithians are considered to have a stately sense of time. Eternally, perpetually, the sun beats down, the farmers farm, the herdsmen protect their herds, the soldiers defend the frontiers, and the pharaohs rule; nothing ever changes.

Long before the Nithians were brought to the Hollow World, their culture was nearly static. Nithians feel that individuals come and go, but Nithia must remain forever the same, and a Nithian from some ancient time awakening in the modern era would be instantly at home. (That's true of almost every culture in the Hollow World, but was only true of the Nithians on the outer world.)

The Nithians keep slaves. Most are Nithian by birth, born to slavery and kept as slaves all their lives. However, the labor crews which build the great monuments are not mostly slaves; they are usually farmers and other laborers who work as builders in the seasons when the crops are not growing or do not need tending. Some slaves are Tanagoro or Jennite prisoners and their descendants; they are usually kept as menial laborers and builder-crews in the more distant cities.

Among the Nithians, men have more political power than women. Women do not learn to fight. However, as many women as men are nobles, clerics, and magic-users; women can own land and personal property, become pharaohs, keep slaves and run businesses, and so women in the Nithian Empire have more status than their counterparts among the Milenians.

The Nithian noble families often marry brothers to their sisters, to keep their blood-lines pure. (Eventually, dynasties tend to become inbred, sickly, and unintelligent, thus making it easier for a new dynasty to take over.) Many pharaohs are married to their sisters.

However, the Nithians also practice polygamy; a man may take as many wives as he can keep. So a pharaoh's heir may not be his child by his sister; this keeps the problems of inbreeding from becoming serious as quickly as they otherwise would.

The Nithians use a writing-style dissimilar to that of any other in the Hollow World. Entire words are represented by *ideograms*, little drawings which represent the thoughts they are supposed to express; for example, to write the word "hawk," the scribe draws a character suggesting the shape of a hawk. A Nithian scribe must know several thousand distinct symbols in order to write effectively; it is therefore difficult to learn the ideographic alphabet (Nithians are only literate at Intelligence 13 and above).

The Immortals most-worshipped by the Nithians are Rathanos, representing fire and energy, and Pflarr, representing magical learning. But the Nithians have always been interested in other Immortals and so temples to others do abound—especially Ixion, Valerias, and Kagyar. Some Nithians secretly worship Thanatos and Ranivorus, but their faiths are ruthlessly suppressed by the government whenever found.

Tarthis

The capital city of Nithia is Tarthis, which is built right where the River Nithia splits off into its many branches in the northern delta region. The land around Tarthis is green and fertile, and the city's location makes it convenient for governing both the northern (delta) and southern (riverbank) regions of the nation.

Tarthis has a population of 350,000, including garrison of 20,000 foot-soldiers and 1,000 charioteers (manning 500 chariots, two soldiers per chariot). This population figure includes all the farming villages within a few miles' walk of the city itself.

The city is built on the western bank of the River Nithia right where it divides. Walled around its perimeter, it features wide, dusty streets (paved only in the wealthier quarters of the city), numerous great temples, statues, and obelisk monuments, the palace of the current Pharaoh, and a broad, vast dock area for the extensive river traffic. Where the Nithia divides, at the foot of the city, it spreads out into a shallow lake called Lake Re-teno; the lake is perpetually dotted with shallow-draft galleys and rafts carrying lumber south from Lake Menkor, crops north from southern farmlands, and officials to and from all corners of the Empire.

Two miles south of the city, along the west bank, is the necropolis of Tarthis. It is here that the biggest pyramids of the Nithian Empire have been built. There are perhaps thirty pyramids built in this area, and innumerable smaller tombs, but the ones which so strike the imaginations of foreign travellers are called the Pyramids of Pharaoh Rasiris. This is a cluster of five pyramids, the largest in the center, each of the other four a hundred yards distant diagonally from the greater pyramid's corners.

The greatest pyramid, the tomb of Rasiris, stands about 500' tall and is blindingly white; the great granite blocks which make up the building are covered by a smoother layer of white limestone. The other pyramids, similar in design, are identically 300' in height; they house family members who preceded Rasiris into death.

The necropolis (both Rasiris' complex and all the other tombs) is guarded by squads of crack troops, including war-clerics of Rathanos. Because of this, and because of the eternal noonday sun, it is very hard for groups of thieves (be they NPCs or PCs) to stage a robbery of the tombs.

The Other Cities

Other cities important to the Empire include:

Dashur. This city of 100,000 is the largest city of any size in the southern parts of the Empire. Not much farther south, the tributaries which form the River Nithia come flowing out of the upland mountains and form the great river. Dashur is a prosperous grain-growing city and is much cooler and more comfortable than other, more northern, Nithian cities; however, it is far away from the center of Nithian political life and an assignment here is tantamount to exile to a Nithian official. Dashur faces frequent raids from the Jennites to the west, who can cross the sparse remains of the Nithian desert with little difficulty; the garrison here is charged with keeping the Jennites out and keeping dinosaurs from migrating farther north along the river.

Hapta. This city of 75,000 is a bit unusual. Built on the River Hapta, a northern tributary of the River Nithia, it is in every detail a normal Nithian city, with one exception: Almost all the residents, including the governor and all political figures, are black. In ancient times, a pharaoh settled many thousand captured Tanagoro slaves here . . . and, because the main Tanagoro culture was in no danger of extinction, and because the Immortal Rathanos was interested in the possible results, Rathanos lifted from these Tanagoro slaves the cultural bias of the Spell of Preservation. They swiftly took on characteristics of the Nithian culture, from the language to the architecture to the clothing and forms of worship, and within a few centuries were more Nithian than the Nithians. The men of Hapta are loyal to the empire, and are self-governing like any other Nithian city. At the pharaoh's request, their garrison often sends punitive and slaving expeditions into both Jennite and Tanagoro lands.

Menkara. This city of 200,000 is the port of Nithia. Built on the east bank of the main Nithian river where it enters Lake Menkor, this city handles most of the trade at the river mouth. All lumber coming in from the north passes through Menkara; salted and preserved fish caught in the depths of Lake Menkor are traded south. The river-trade and the lake fishing are the life's blood of this powerful city, and many nobles of Menkara think it should be the next Nithian capital—with *them* as pharaoh, of course.

Ranak. This city of 45,000 was, in ancient times, capital of the Empire; in those days, it had four times its current population. But its long-lived pharaoh was a trifle insane, the result of inbreeding or the whisperings of the Immortal Thanatos, and he was quite long-lived; he devoted himself to philosophical concerns of little worth ("Why *do* a fly's wings look different from a bird's? Come, and listen to my theory . . . no, don't bother me with details of petty raids by those barbarians . . ."). All the while, his throne lost power and the empire crumbled. Before it fell before the attacks of the Jennites and Tanagoro, though, a northern noble from the city of Tarthis assassinated him and forcibly took the throne, led the weakened forces of the army to victory, and saved the Empire . . . or so the legends have it. In the nearly thousand years since, the capital of the empire has been at Tarthis, and the nobles of Ranak scheme to restore it to its "rightful place."

History on the Outer World

Three thousand years ago, a thousand years after the Blackmoor disaster nearly destroyed the world, primitive tribes settled along the banks of the River Nithia, which flowed through the deserts of the land now called Ylaruam. These people were just coming to the use of bronze after centuries of Stone Age lifestyles. They were descended from mixed tribes of Oltecs and Neathar; consequently, their skin was darker than the Neathar and fairer than the coppery Oltecs. Their ancient legends spoke of the enormous pyramids of their ancestors.

In a period of five hundred years, this Nithian culture progressed from the wielding of bronze to the forging of iron. They populated the banks of the old River Nithia as far as the banks would bear crops. They began building sophisticated cities and sending out colonizing expeditions to other lands (such as the lands now called Karameikos, Ierendi, and the Isle of Dawn). Their clerical class, devoted first to the Immortal Rathanos and later also to Pflarr, took power and eventually ensured that all kings of the Nithians would likewise be clerics.

By BC 1,000, the Nithians were the masters of their part of the northern continent. Not even the hordes of humanoids in the distant Broken Lands could challenge them; other races, such as the dwarves of Rockhome and the newly-arrived Alphatians across the ocean, were not their rivals or enemies. They were building pyramids (in a distinctly Nithian style, much removed from their Azcan origins) to act as tombs, were irrigating formerly-barren lands, were settling their colonists all over the known world. They were the first true empire in hundreds of years.

But such a good thing couldn't last. The Immortal Thanatos, who hates any sort of growth, health, prosperity, or brightness, decided around BC 700 to wreck the Nithian culture. He started at the top, corrupting the sons of the current pharaoh, persuading them to become his clerics, not followers of those more wishy-washy Immortals. Then he persuaded one son to kill his own father, and so the next pharaoh was a cleric of Thanatos.

Within 200 years, Thanatos had made good his plan. His cult was growing strong and numerous within the empire; now, all major Nithian rulers and political figures were his followers. They squandered their wealth, deliberately insulted the

other Immortals with their rites, engaged in wars of extermination with surrounding cultures, and profaned everything that they had once stood for.

Inevitably, the other Immortals decided that enough was enough. They drove the rulers crazy—not just evil, but drooling, foaming, bouncing-off-the-walls crazy. They diverted the headwaters of the River Nithia underground, drying up the river along its length, scattering the Nithians to the four winds as their homeland became barren. Then, in order to keep other cultures from following the Nithians' examples, they concocted a spell as powerful as the *Spell of Preservation: The Spell of Oblivion*. This powerful enchantment affected every living, mortal being on the face of the world, robbing from them any memory of the Nithians; it sought out and destroyed almost every artifact or piece of monumental architecture the Nithians had ever built, destroying them utterly. It did not ruin the Thothian colony on the Isle of Dawn, but did cause the Thothians to remember very little of their origins save that their ancestors came from far away and died out long ago.

History in the Hollow World

That would have been the end of the Nithians, except that Rathanos, Pflarr, Ka and other Immortals decided to preserve the better elements of Nithian culture. They took up the entire town of Ranak and transported it to the Hollow World, purging it of all taints they could find of Thanatos' evil; they also caused the Nithians to forget their deeds of the past or their origin on the outer world. So the Nithians, unlike most other races in the outer world, do not today believe that they came from somewhere else; they smugly contend that they have been here all the time, and that other races are latecomers.

The city of Ranak was placed on a river much like the River Nithia, and so named it after that waterway. They rebuilt the Nithian culture along its old (pre-Thanatos) lines, colonized distant areas, built impressive monuments, and began conquering surrounding peoples.

Relations With Other Races

Because the Nithians are conquerors at heart, they do not get along well with nearby races. To the west of the Nithians are the Jennites and Tanagoro; the Nithians believe that they are just bringing culture to barbarians by conquering and enslaving those races.

Farther west are the Milenians, who appeared "all of a sudden" a few hundred years after the Nithians. The Nithians immediately hated the Milenians, with their very different (but equally conquest-minded) culture and their stubborn unwillingness to surrender to Nithian superiority. Though the Nithians and Milenians have to cross hostile Jennite and Tanagoro territory to do so, they often make war on one another and pray for the day they may wipe the other out.

The Nithians do not interact much with the Brute-Men to the north. Those hills are not rich in gold, but proliferate with dinosaurs and very cunning Brute-Men warriors, so the Nithians are not interested in expanding their holdings there.

The Nithians also believe (correctly) that the Hutaaka, the beings who bring them the Word of Pflarr, live somewhere to the north; respectfully, they stay away from the valleys beyond the mountains on the west shore of Lake Menkor.

NPCs

Among the NPCs whom the player characters may meet are the Pharaoh and Queen of the Nithians.

Ramose IV, the Pharaoh

History: Ramose, born 30 years ago, was the oldest clerical son of his father Ramose III. He has several older brothers, of whom most are fighters (now generals in his armies); his many sisters (none of them clerics) are married to many important Nithian noblemen throughout the Empire. He took the throne eight years ago, upon the death of his father. Since that time, he has built many monuments and not a few cities, waged successful war on the Tanagoro to the west, and taken eight wives.

Personality: Ramose is an intelligent, brooding king. He is interested in distant lands and the experiences of those who've travelled throughout the Hollow World. He is also quite a builder; his ambition is to be buried in a pyramid bigger than that of Rasiris. In the meantime, he builds new cities to reflect his glory and statues to commemorate his military prowess (which is formidable; as prince, he led chariot expeditions against the Jennites on many occasions). He is very educated and can argue philosophy, military tactics, or the arts with his guests. He's aware of the games of jealousy his wife is playing (see *Tafiri*, below), and refuses to let her see him discomfited by them, which helps perpetuate that problem.

Appearance: Ramose is about 5'11" tall, with brown hair and light brown—almost yellow—eyes. He has broad shoulders and is very narrow-waisted. His massive eyebrow ridges and heavy eyebrows suggest a brooding and dangerous appearance most of the time. He prefers to wear colorful kilts and cloaks to the more cumbersome robes, and he carries on his belt a pair of enchanted maces, one for each hand. He is very handsome in a dark, sinister sort of way.

DMing Notes: The Pharaoh of the Nithians is not as distant or inaccessible as the Emperor of the Milenians. Player character heroes are quite likely to be able to see him, either through the offer of a valuable (5,000+ gp) gift or of a fabulous story or song. It's even easier for them to see him if they

are known to be really exotic foreigners (i.e., from beyond the lands warred over by the Nithians, Jennites, Tanagoro and Milenians), for he will be interested in learning of their origins and will summon them to his court; no gift is then required of them.

Combat Notes: 18th-level cleric of Rathanos; AC 8 (unarmored) or 2 (in scale mail and shield); hp 45; MV 120′ (40′); #AT 1; Dmg 1d6+2; Save C18; ML7; AL N. S13 I15 W17 D14 Co12 Ch16. Languages: Nithian, Neathar, Milenian. General Skills: Knowledge (of the Arts, I), Military Tactics (I), Survival (Desert, I), Bravery (W), Honor Rathanos (W), Charioteering +2 (like Riding, D+2), Persuasion (Ch).

Spells Carried: 1st level—*cure light wounds* x2, *detect evil, detect magic, protection from evil, remove fear.* 2nd level—*bless* x2, *find traps, silence 15′ radius* x2, *speak with animals.* 3rd level—*cure blindness, cure disease, locate object, remove curse, striking.* 4th level—*cure serious wounds* x2, *dispel magic, sticks to snakes.* 5th level—*create food, cure critical wounds* x3. 6th level—*barrier, cureall, speak with monsters.* 7th level—*survival, wizardry.*

Magical Items in Possession: two *maces +1, shield +2, scarab of protection.*

Tafiri, the Queen

History: Tafiri, the Pharaoh's current chief wife, was born 26 years ago, daughter of an important general who was Ramose's cousin. She was married to Ramose, against her wishes, when he took the throne. Of the eight women Ramose ended up marrying, only two, she and the chief wife, were clerics, so Tafiri automatically became chief wife when Ramose discarded the other. She has given him one son, named Neferes, who is 5.

Personality: Tafiri is not a happy queen, and it is in large part her great beauty which has caused her unhappiness. As a child, she'd always been told to learn nothing, to do nothing: She was so beautiful that she would have any husband she wanted, all the slaves she desired. But, rebellious, she turned away from the indolent life she was offered and began studying with the court clerics, and found she possessed an enormous natural ability with clerical magic. She was ordained a cleric of Pflarr at 13 and became a clerical prodigy, rising very far in the church hierarchy. Then, when she was 18, the new pharaoh decided to add her, a beautiful bauble or ornament, to his harem and married her against her wishes. She dislikes people making the assumption that her beauty makes her stupid or shallow; she dislikes the fact that she had no choice in choosing her husband; she dislikes the fact that she must share her husband with six scheming ornaments who are not her intellectual equals. (Often, she will shower attention upon handsome visitors to her court in order to incite Ramose's jealousy, but he pretends not to care, further infuriating her.) In short, Tafiri is bored with the life of leisure but is kept away from more interesting occupations by too-solicitous courtiers and advisors; she is unhappy in her marriage and her unwilling role as the Pharaoh's queen. Her only happiness comes from her son and her clerical studies.

Appearance: Tafiri may be the most beautiful woman in the Nithian Empire. She is nearly as tall as her husband, with straight, glossy black hair and flashing black eyes. Her skin is very fair, her features small and aquiline; and, to her extreme irritation, she is most attractive to men when she is unhappy and her face settles into sullen, pouty lines. In her continuing efforts to needle her husband, she dresses in the sheerest of robes for all court occasions; unlike many Nithian women, she does not overpower the viewer with an excess of jewelry, but only wears enough to accentuate her features.

DMing Notes: Tafiri's habit of using handsome strangers to make the Pharaoh jealous is a danger to player characters. Naturally, she will settle on the most handsome of them to lavish her attention upon. The Pharaoh will resolutely pretend not to care and will not pursue the matter, but the members of his court are not so controlled. They are infuriated when their queen tries to embarrass their king; they will kill to make sure that the king is not humiliated, and, certainly, to ensure that all Tafiri's children are by Ramose. A player character who refuses Tafiri's attention will annoy her, while one who accepts it will probably find himself the target of a silent, deadly assassination plan.

Combat Notes: 14th-level cleric of Pflarr; AC 9; hp 36; MV 120′ (40′); #AT 1 spell; Dmg by spell; Save C14; ML6; AL N. S8 I17 W18 D10 Co9 Ch18. Languages: Nithian, Neathar, Milenian, Tanagoro, Jennite. General Skills: Knowledge (of History, I), Knowledge (of Nithian geography, I), Detect Deception (W), Honor Pflarr (W), Charioteering +2 (like Riding, D+2), Acting (Ch), Deceive (Ch), Persuasion (Ch).

Spells Carried: 1st level—*cure light wounds, detect evil, detect magic, protection from evil, remove fear.* 2nd level—*bless* x2, *find traps* x2, *resist fire.* 3rd level—*cure blindness, cure disease, locate object, remove curse, striking.* 4th level—*cure serious wounds* x2, *dispel magic.* 5th level—*create food, cure critical wounds* x2. 6th level—*animate objects, barrier.*

Magical Items in Possession: None.

Soldiers

Combat Notes: 1st-level fighter; AC 5 (scale mail and shield); hp 8; MV 120′ (40′); #AT 1 longbow, short sword, or spear; Dmg 1d8 (longbow) or 1d6 (short sword or spear); Save F1; ML8; AL N.

Guardian Clerics

There is at least one of these young warrior-clerics in every military unit, often as its commander.

Combat Notes: 4th-level cleric (of Rathanos or Pflarr); AC 5 (scale mail and shield); hp 15; MV 120′ (40′); #AT 1 mace; Dmg 1d6; Save C4; ML8; AL N.

Spells Carried: 1st level—*cure light wounds, detect magic*. 2nd level—*bless*.

Monsters

Among the monsters found in the Nithian deserts are the sphinx (*Master Set*) and the manscorpion (*Companion Set*).

Oltec Hills

Technology: Bronze Age.

Life-Style: Organized, agricultural city-dwellers and village-dwellers.

Population: 500,000 divided among several large towns and innumerable individual villages and farms.

Outer-World Origin: Northern Continent (Atruaghin Area), ca. 3,000 BC.

Description

The Oltec Hills are forested, hilly lands on the southeastern verge of the Malpheggi Swamps, due north of the great equatorial mountain range.

In these hills, the weather ranges from temperate and mild in the mountainous south to more tropical in the north.

Parts of these hills are rich in gold, and other parts in copper. The Oltecs trade their copper to the Kogolor dwarves for their tin in order to make bronze.

Though the land does not seem suited to cultivation, the humans here have successfully adapted it to agriculture. They have turned sloping hillsides into series of level steps or tiers on which crops grow; these fertile hillsides now yield up strong crops of maize (a colorful variety of corn).

This very hilly territory, riddled with caves, canyons, and crevasses, is better suited to humans than to dinosaurs; humans can often find a place to hide and outwait a hungry lizard, and can certainly scramble up and down hillsides more successfully than the larger carnosaurs. Thus, dinosaurs tend to be rare in this territory. Nothing keeps them from wandering into the Oltec Hills from the northern jungles, swamps, and forests, but they tend to find the pickings a bit thin there and wander back out again.

In these hills, there are many other marks of the presence of man besides the terraced farmlands. There are huge, carved stone heads, sometimes standing ten or 15 feet high, marking the entrances to the territories controlled by specific cities and villages. And then there are the cities and villages themselves.

An Oltec community is usually built well up a hill, often at the summit, and is surrounded b a high stone wall. These walls are marvels of en neering. They are built of rough, squarish ston of irregular size; though they are not uniform i dimension, these stones are fitted together so precisely that a character cannot fit a knife-blad in between them, though no mortar is used. Th walls are surrounded by deep, dry moats and fe ture high lookout towers and heavily-fortified wooden gates at intervals.

The community itself is made up of many lo stone houses, similarly built of irregular stone, with thatched roofs. The houses are not separat from one another, but are built in long series o dwellings; a "street" is just the gap between lo buildings containing numerous individual dwe ings. Some buildings contain ordinary, small-family dwellings; some are small apartments or barracks for workers; some are storehouses.

All these buildings surround a great open pl At one end of the plaza are open-fronted temp and the residences of the local prince and the High Priest of the community. These buildings not noticeably wealthier than the homes of the common residents; they look much the same fr the outside, but one entire building will be a single temple or the residence of a single famil rather than of many families.

The Oltecs

The residents of this land are the Oltecs, de-scendants of the oldest surviving human cultur from the outer world.

The Oltecs are copper-skinned, dark-haired n and women, shorter than what is considered ave age height. Men and women both wear their ha long; men bind it only with headbands, while women may use headbands, tie it in ponytails, wear combs in it. Men almost never have facial hair.

Most Oltecs, men and women alike, wear a short-sleeved, knee-length tunic, belted or un-belted. The tunic is often a dull tan, but is son times dyed in brighter solid hues.

The Oltecs go barefooted or wear sandals. So men prefer a kilt-like skirt instead of the tunic. Most Oltecs of either sex also wear jewelry (strin of beads, golden bracelets and anklets are favor

Oltecs carry bronze daggers, bronze-tipped spears, and bows, among some other weapons. They don leather armor tunics and carry plain round shields when going into battle.

The Oltec language is very similar to the Az tongue, close enough to be considered the sam language though the Oltec dialect is less harsh than the Azcan. There is a written form of the language, also identical to the Azcan writing s

Oltecs also speak Neathar, the common tong

Customs

The Oltecs, despite their ancient relationship with the Azcans, are very unlike those people.

Most Oltecs are farmers and craftsmen. Even nobles among them produce crafts, including jewelry, exquisitely-woven tapestries, pottery, and bronze implements of all sorts.

The Oltecs consider themselves to be the blessed children of the Immortal Otzitiotl, the Sun-Prince; many also worship Kalaktatla, the Amber Serpent. And, while the clerics of Otzitiotl are very powerful among the Oltec nation, the Oltec king does not have to be a cleric of that Immortal—another distinction from the Azcans.

The Oltecs are good at war, but are not aggressively warlike. On the outer world, in the ancient past, they conquered many surrounding tribes, taught those tribes their arts of building and craftsmanship, taught them to worship Otzitiotl and Kalaktatla, and built an empire with these cultural converts. However, in the Hollow World, they have found it next to impossible to convert foreigners to their way of life, so they no longer try. They are not interested in creating an empire or expanding their borders; they wish merely to make a good living and to protect their lands from foreign invaders, such as the Azcans, Schattenalfen, and Malpheggi lizard men.

Player characters visiting the Oltecs will find them to be a peaceable and friendly race. The Oltecs welcome peaceful visitors and would not refuse those rare outsiders who wish to join their nation.

Among the Oltecs, men wield the most power, though individual women may become great fighters, clerics, or magic-users if they are sufficiently determined. Thieves are very uncommon among the Oltecs.

The Oltecs are arranged as a loosely-knit nation. The Oltec king, who is called The Oltec, lives in the large town of Manac. By ancient tradition, he is advised by and shares a lot of his power with the High Priest of Otzitiotl, the Immortal of the sun.

Each of the other Oltec towns and villages is ruled by a hereditary ruler with the title of Prince, and each Prince has his own clerical advisor.

Oltec communities tithe a certain percentage of their crops to the town of Manac, and must send one young man in ten to Manac to be part of The Oltec's army for five years. But these taxes and tithes are not too egregious, and the army does a decent job of keeping the intrusive Azcans and other foreigners from sacking Oltec cities, so there is not much rebellion within the Oltec nation.

The Oltecs don't have a lot of sophisticated entertainments. They enjoy dancing, story-telling, and playing woodwind instruments.

The Oltecs worship the Immortal Otzitiotl, Prince of the Sun, who represents energy, strength, and vigor. Their second Immortal patron is Kalaktatla, the Amber Serpent, who represents learning, especially the teaching of the young.

All in all, there is a very peaceful, small-town feel to the Oltec lands. Consequently, adventurers will probably become bored rather quickly; on the other hand, if they treat the Oltecs well, they know they will always have friends in Oltec lands.

History on the Outer World

The Oltecs, several thousand years ago, were just one of many tribes of copper-skinned hunter-gatherers to be found on the northern continent. But they were quick to discover the working of copper and bronze, thereby gaining a tremendous military advantage over their neighbors, and went on to conquer the tribes who had been their most persistent rivals and enemies.

They didn't wipe out those tribes, though. They took hostages from the tribal chiefs' families and allowed those tribes to rule themselves . . . so long as they tithed to the Oltecs and did not make war on them. They also taught their arts and technology to the people they conquered, gradually winning over and assimilating their old enemies into their own culture.

By this means, over a period of centuries (starting around BC 4,000), the Oltecs built themselves a thriving empire.

Around BC 3,500, one series of conquered tribes did rebel. These were the Azcans. They'd well learned the Oltecs' superior technology, stone engineering, and crafts, but had never been assimilated like the other tribes. Now, they rebelled and attacked the Oltecs, beginning a series of wars that would continue for over four thousand years. Neither nation was ever able to conquer the other; across the centuries, one would be more powerful for a time, and then the other would ascend. Neither ever won or destroyed the other.

In BC 3,000, at a time when both nations were at an ebb because of the constant warfare, the distant Blackmoor people accidentally blew themselves up and actually altered the axial tilt of the world. The deep forests and jungles enjoyed by the Oltecs and Azcans began to give way to plains. Unable to cope with the changes, both civilizations began to flounder. At that time, the Immortals Otzitiotl (Ixion) and Kalaktatla (Ka) transported several communities of both cultures to the Hollow World, each to terrain best suited to that culture.

History in the Hollow World

The Oltecs rapidly spread across the cool, hilly terrain where they had been placed, resuming their agrarian lifestyle. They conquered and attempted to assimilate some Neathar tribes to the north, but in this land, that never seemed to work, so they abandoned their old policies of conquest.

For centuries, they have continued their warfare with the Azcans. Gradually, here in the Hollow

World, the Azcans, if only by increasing their numbers more prolifically, have gained the upper hand and beaten the Oltecs farther back into their hills, reducing their numbers, harassing them at every turn.

More than two thousand years ago, it looked as though the Azcan campaigns would inevitably overrun the Oltecs. But at that time the Schattenalfen appeared in the far east, fighting the Kogolor dwarves, then reaving their way through Oltec territories until they settled in the hills to the west. The Schattenalfen soon began a long-running war with the Azcans, which diverted Azcan attention from the Oltecs, giving them room to breathe again. Since then, the Oltecs have slowly recovered, but they are not a powerful enough nation to challenge the Azcans.

Relations With Other Races

The Oltecs do not get along with the Schattenalfen or the Azcans. Any meeting of Oltec and Schattenalf parties will probably result in a skirmish; any meeting of Oltec and Azcan parties will result in a bloodbath.

The mercenary Malpheggi lizard men in the northwestern swamps have more often sided with the Azcans than the Oltecs, so the Oltecs consider the lizard men enemies.

The Oltecs trade peaceably with the Kogolor dwarves to the east, and *usually* peacefully with the Neathar to the north.

The Krugel Horde orcs never venture as far as the Oltec lands. The Oltecs have never discovered the presence of the Lighthouse valley.

NPCs

One NPC the PCs can meet in Oltec lands is Lanca the Eagle.

Lanca the Eagle

History: Lanca, born 22 years ago, is the daughter of the high priest (a cleric of Otzitiotl) of whatever town the PCs first encounter. Since her earliest years, she has felt a peculiar affinity for the mountain eagles, and has always been able to call them to her and befriend them. This gave her a certain special stature among her fellows. This stature was enhanced when her native intelligence and aptitude for magic were discovered; she is now a student of magic.

Personality: Lanca is a young woman torn between conflicting desires. She loves the peace and serenity of her hills but is keenly interested in what sort of lands lie beyond them. She prefers her simple life as a craftswoman, but knows she could learn more sophisticated magic outside the confines of her village. A gentle young woman, she is uncomfortable in the knowledge that she can use her magic violently, to defend her fellow villagers during enemy attacks. So she is hard-pressed to decide what she wants to do with herself and her future.

Appearance: Lanca is a small woman, below average height. Her hair and eyes are deep brow her skin a little darker and ruddier than many o her fellow tribesmen. She dyes and weaves most her tunics herself, preferring bright reds and yel lows; her headband always matches the color of her tunic.

Combat Notes: 4th-level magic-user; AC 8 (because of Special Compensation); hp 12; MV 120′ (40′); #AT 1 knife or spell; Dmg 1d4 or by spell; Save M4; ML5; AL L. S9 I18 W15 D10 C Ch14. Languages: Azcan, Neathar, Kogolor, Elvish, Malpheggi Lizard Man. General Skills: Craftsman (weaving, I), Fire-Building (I), Knowledge (Oltec hills, I), Survival (Mountains/hills, Animal Empathy (Eagles, W), Mysticism (W), Alertness (D).

Spells Carried: 1st level—*detect magic, light.* 2nd level—*phantasmal force, web.* **Also In Spel Book:** 1st level—*protection from evil, read mag* 2nd level—*continual light, detect evil.*

Magical Items in Possession: None.

Typical Oltec Warriors

Combat Notes: 1st-level fighter; AC 5 (leather, shield and Special Compensation); hp 8; MV 1 (40′); #AT 1 spear; Dmg 1d6; Save F1; ML9; A N.

Monsters

The types of monsters listed for hilly country in the Monsters chapter of *The Adventure Book* a all found in the Oltec hills.

Schattenalf Caverns

Technology: Iron Age (steel forged).

Life-Style: Cavern-dwelling empire-builders, very militaristic and revenge-oriented.

Population: 600,000, with one-tenth in the of Issarthyl and the rest scattered in innumerab caves and caverns.

Outer-World Origin: Center of the crust of t world, ca. BC 1,400.

Description

The land of the Schattenalf Caverns is not just caverns, of course. It comprises cave-riddled mountains and foothills on the northern edge the great equatorial mountain range where it meets the western sea.

The mountains and hills are cool, both from their altitude and from the Immortal magics which maintain the weather at the equator. Th highest mountains are snow-capped, and their lower slopes and the hills are heavily forested.

The cool weather and steep slopes discourage intrusion from predatory dinosaurs, though other beasts, such as bears, great cats, and a local draconic breed nicknamed *flapsails*, do sometimes prey on animal and elf alike.

All in all, it is a beautiful place to live . . . or would be, if not for the people who already live there—the Schattenalfen (or Shadow Elves).

The Schattenalfen

The Schattenalfen are indeed an elvish race, but few people who'd ever seen other elves would think they belonged to the same species.

The Schattenalf males average about 5′ tall and 110 lbs., with females an inch or two shorter and some 20 lbs. lighter.

They are very, very pale-skinned: Their skin is almost white. Their hair ranges from pure white to a light steel-gray, and is usually worn long and unbound, whether male or female.

Most eyes are ice-blue or gray; a few are light green or even yellow. But, though they look like albinos (except for the lack of pink eyes), they are not.

Outside, in the open, Schattenalfen wear very concealing garments: Heavy long-sleeved tunics, trousers, high soft boots, gloves, and cloaks with hoods they can pull well over their faces. They prefer dark colors to light, usually dressing in blacks, browns, blues, purples, and deep reds. All these garments are necessary to their continued survival: When his skin is exposed to sunlight, a Schattenalf takes 1 hit point of damage for every hour of exposure.

Inside their cavernous homes, the Schattenalfen remove the cloak and gloves, but otherwise maintain the same outfit; caverns tend to be chilly, and the Schattenalfen are a cold-blooded race, needing all the protection from chill they can get.

In wartime, these elves wear elvish chainmail and carry shields. They use a wide variety of weapons, especially broad swords and polearms, long bows and crossbows, lances (both the land and air cavalry), and many others.

The Schattenalfen speak the elvish language. This is basically the same as the tongue spoken in Alfheim on the outer world, and in Icevale and Blacklore lands in the Hollow World, and is almost identical to the dialect spoken by the Shadow Elves of the City of Stars. But the Schattenalfen dialect is more sibilant; many hearing it consider it sinister and threatening. There is a written form of the language, identical to the written form of other elvish dialects.

Schattenalfen also speak Neathar, Azcan, Traldar, and Malpheggi lizard man because of their proximity to those peoples.

Customs

The culture of the Schattenalfen is unlike the cultures of other elves.

Most elves worship above-ground nature: Growing trees, green living things, flowing rivers and the shining sun. Not so the Schattenalfen; after all their centuries of living below-ground, they have become distanced from that world. They are physiologically and psychologically adapted to life below-ground. The sunlight burns them and can kill them; they feel nervous and exposed when there are trees all around instead of stone walls, and when there is no cavern ceiling above their heads—only open sky and the distant sun.

Even this would not be so bad except the Schattenalfen long to be part of the green, growing world again. All their culture's legends and aspirations move them to desire life among the trees. They resent their physical and mental limitations which keep them living among the caves; even moreso they resent races which live casually, easily, *comfortably* in the world of nature. Consequently, they hate *most* races.

The Schattenalfen build cities underground. They expand on and modify the caves, tunnels and caverns that make up their homes: Many of them are expert diggers, miners, and engineers, like the dwarves of the outer world.

Their architecture is almost identical to that of the Azcans (read the entry on Azca toward the start of this chapter), featuring pyramids, plazas and heavy walls built of dressed stone. Unlike the Azcans, they don't use dried mud-brick for any of their building; they rely entirely on stone.

The Schattenalfen observe all rituals and ceremonies in utter darkness. Though they light their caverns with torches, lamps, and candles, their formal gatherings (prayers to Atzanteotl, marriages, celebrations of birth, etc.) are all held in complete darkness.

Among the Schattenalfen, males and females have roughly equal rights. Both males and females learn magic and fight; the military is about 60% male, 40% female.

But inheritance is matrilinear: The family name and family property descends from mother to daughter. When Schattenalfen marry, the male formally leaves his own clan and becomes a member of his wife's clan. Among rulers, power settles on the member of the marriage who is personally the most dominant; one family may be ruled by its mother, another by its father, and another by a marriage of equals.

The Schattenalfen, like their distant Icevale cousins, expose children who are born hideously deformed. Unlike the Icevale elves, *many* Schattenalf children are born deformed, perhaps one in five.

Elderly Schattenalfen, by ancient tradition, are exiled. If a Schattenalf reaches 800 years of age, he packs up a few belongings, makes his farewell to

his family, and departs the caverns forever. He is doomed to wander the surface of the Hollow World for the rest of his life; also by tradition, he is not allowed ever to retrace his path or to see the same place twice.

Most of these wanderers die in the dangerous wildernesses of the Hollow World. Sometimes the Immortal Rafiel takes pity on them (on the kinder, wiser ones, at least) and personally tells them they do not have to wander forever and may settle where he guides them; he then guides them to places such as the Lighthouse, to Oltec villages, or to the lands of the Icevale elves (see the separate entries for those places in this chapter).

On the other hand, the Schattenalfen, by ancient custom, must adopt any elf who expresses a wish to live among them. They might fall on and attack a foreign elf they find sneaking through their territory; but if he knows to cry out that he claims the right to live among them, they will break off their attack.

(This doesn't mean that it's easy for an elvish PC to infiltrate and spy on these elves. Others have tried; the Schattenalfen are suspicious of any of their adoptees for decades, even centuries. An adoptee must swear an oath of loyalty to the Schattenalf king. He must marry a Schattenalf; if a married pair of elves seeks adoption, their marriage is considered irrelevant and they are separated and married to Schattenalfen. The adoptee will be watched for as many years as it takes to convince the Schattenalfen of his loyalty. And if he does turn out to be a traitor, he will be routinely executed. But he *will* be adopted if he wishes to be.)

These elves are ruled by an Elf-King and Elf-Queen, who live in the city of Issarthyl. Each other community comprising two or more extended families is ruled by a governor appointed by the crown. Many communities constitute only one extended family, and the ruler is the family leader, who must answer to the crown just like any governor . . . but who may not be removed or demoted by the crown. The King and Queen, all city governors, and all high-ranking advisors and military advisors are followers of Atzanteotl; that Immortal has a strong lock on the ruling caste of Schattenalfen.

Most Schattenalfen live on a substance called *trania*. It is a highly concentrated foodstuff which they prepare themselves; its making does not require magic. Trania comes in dark, egg-sized balls, one of which will sustain a Schattenalf for an entire day. (It usually takes two meals of trania to sustain a larger person such as an adult human. Also, trania does not satisfy the compulsive meat-eater's love of meat and so many people do not consider it an adequate diet; it sustains them, but leaves them craving flesh.)

The Schattenalfen make use of beasts of burden, mostly reptiles. Both the *crawler* (a riding lizard identical to the Hutaakan foot-pad lizard and the *flapsail* (a small, unintelligent dragon-like creature native to these mountains) are domesticated and ridden; both types of beasts also thrive in the wild and sometimes attack Schattenalfen.

The official faith of the Schattenalfen is the worship of the Immortal Atzanteotl. His philosophy is one of revenge and punishment: Any slight against Schattenalfen must be avenged. Since the humans blew up the world in the ancient past, they must be conquered. Anyone who insults a Schattenalf must be punished. This doesn't have to be by a sudden attack or formal duel: Slow, thoughtful, carefully-planned vengeance is even more palatable to the Schattenalf followers of Atzanteotl.

Though Atzanteotl's faith is the official worship of the Schattenalfen, that doesn't make it the universal faith of these people. Among the Schattenalfen, four in ten consider themselves followers of Atzanteotl; one in ten is, secretly, a follower of the original Shadow Elf patron, Rafiel. The other five in ten are rather agnostic, following neither Immortal, simply living their lives.

Two Races of Shadow Elves

If you have the *Shadow Elves* gazetteer, you may be confused by the many differences that exist between those Shadow Elves and these Schattenalfen. There are two breeds of Shadow Elves.

The ones described in the *Shadow Elves* gazetteer are the Shadow Elves, also called the Shadow Elves of the City of Stars.

The elves described here are called the Schattenalfen, and they have many customs which are different from those of the ancestral Shadow Elves.

The Shadow Elves mostly follow the Immortal Rafiel. More of the Schattenalfen follow Atzanteotl. However, unlike the Azcans, they do not practice sacrifice.

The Shadow Elves build stony homes and dwellings that are not too dissimilar from stone dwellings built by surface-dwelling humans. The Schattenalfen, as noted, build pyramids and other buildings similar to those of the Azca.

The Shadow Elves have shamans among them, clerical followers of Rafiel. The Schattenalfen have no shamans, and very few of them even know how to use magic.

The Shadow Elves are very much concerned with mined crystals which are said to hold the souls of their ancestors. The Schattenalfen have abandoned this belief and attach no special significance to crystals.

Among the Shadow Elves, many children are born with purplish marks like tattoos on their faces; this disfigurement, a mark of favor of the Immortal Rafiel, does not appear among the Schattenalfen.

The Schattenalfen remember their origins among the Shadow Elves, but centuries ago lost all communication with the Shadow Elves. As far as they know, the original Shadow Elves could be dead and gone.

One last note: Among the Schattenalfen, unlike the elves of Alfheim on the outer world, a name is a name. They don't conceal their real names under cover of use-names.

Issarthyl

The largest city of the Schattenalfen is Issarthyl.

Issarthyl is a city of 60,000 built in an enormous cavern lying a full mile beneath the foot of Mount Issarthyl.

Within the cavern is a 200'-tall stepped pyramid devoted to the Immortal Atzanteotl. Below it lies the great plaza of Issarthyl, surrounded by temples of Atzanteotl, the royal residence, and other building just as are found in the city of Chitlacan (see the entry for the Azcan Empire, above). There is one major exception: The Schattenalfen don't play the game of tlachtli, and so there are no courts here for that game.

Around the great plaza and its functionary buildings are the homes of the common Schattenalfen.

As in the Azcan city of Chitlacan, there is a steady stream of foot-traffic in and out of Issarthyl. Though the Schattenalfen could be completely self-sufficient (living on foods such as the fungus which grows in abundance in their caverns and the milk taken from a variety of giant slug), they prefer to trade their goods for richer, healthier food grown on the outside. So they mine precious stones and craft wonderful gems, jewelry, and precious statuary, and trade them for food—especially to the Traldar on the western coast. The streams of traffic bear those trade goods out of the cavern and stockpiles of wheat, barley, wine, dried fish, dried meat, dried fruits, and other goods from Traldar lands.

History on the Outer World

At the time of the Great Rain of Fire, in BC 3,000, the ancestors of the Shadow Elves were four ordinary elf-clans: The Celebryl, the Porador, the Felistyr, and the Gelbalf. They lived not too far from Blackmoor, having colonized these new lands with the permission of the Blackmoor humans.

Then those Blackmoor humans blew themselves up, scattered rotting, corrupting energies to the four winds (poisoning many elves of the four clans), and altered the very climate of the world. These colonist elves fled for shelter, finding it in deep caverns beneath the area later called the Broken Lands.

Perhaps subtly guided by the Immortal Rafiel, their new, sympathetic patron, they discovered a remarkable series of caverns and tunnels leading deep into the earth—*hundreds of miles* deep into the earth, as a matter of fact. There, they discovered a miles-high cavern where gravity was bizarre; the elves could stand on the ceiling, on the floor, on certain sections of the wall.

This was, in fact, a cavern smack in the middle of the *World-Shield*, which was described in the *History* chapter. The anti-magic effects of the *World-Shield* were very weak here, having been weakened by the presence of this cavernous bubble, so the Shadow Elves had no difficulty casting their magic.

The Shadow Elves built their City of Stars here, some of it on the ceiling and some on the floor. They tamed animals living deep in the earth, including domesticable giant slugs and a species of flying lizard they called *skinwings*. They set about following the moral and ethical guidelines provided by the Immortal Rafiel. Though they longed to return to the upper world, they were convinced that it was destroyed, hostile to all life, and so lived sad, dark existences deep in the earth.

More than a thousand years later, ca. BC 1,700, another disaster took place on the surface: Elves living in the land now called Glantri found and accidentally detonated an old Blackmoor device. The resulting catastrophe wasn't as great as the original Rain of Fire, but it did drive all these elvish clans underground, and some of those survivors discovered the cavern of the City of Stars.

Adopted by the Shadow Elves, they astonished their new patrons with stories of an upper world which had recovered from the Great Rain of Fire. But they also frustrated the Shadow Elves with the knowledge that they couldn't immediately ascend to the surface: The rotting sickness caused by the Blackmoor device's explosion might not disappear for generations, or so said shamans of the Immortal Rafiel.

These adopted Shadow Elves took the clan-name *schattenalfen*, which just means "shadow elves" in their own elvish dialect, and they were the ancestors of the Hollow World Schattenalfen.

The first expedition to find the surface world took place two hundred years later, when the Shadow Elves thought the surface world would be safe. Unfortunately for them, the explorers didn't *find* the Surface World. Turned awry when still leaving the baffling region of the *World-Shield*, they instead descended to the Hollow World. They were fatally poisoned by the radiations of its red sun before they realized how dangerous it was to them. A few lived long enough to return to the City of Stars and share their story; then they died.

At about the same time, an elf named Atziann, another survivor of the Glantrian explosion of four hundred years before, was attaining Immortality in the Sphere of Entropy. He chose the name Atzanteotl as an Immortal and decided to meddle with both the Shadow Elves and the Azcans, two

races in which he saw a lot of evil potential. (See the entry for Atzanteotl in the *Immortals* chapter.)

Atzanteotl corrupted many of the Shadow Elves, particularly members of the new Schattenalfen clan, promising them that they could live on the beautiful surface world and be masters of their world if only they would abandon the worship of Rafiel and follow him instead. Many did. He taught them new ways to build in order to honor him—using the building style of the Azcans, which had fascinated him when he was a mortal hiding among those humans. This is why the Schattenalfen followers of Atzanteotl have a different form of architecture than the ancestral Shadow Elves.

Atzanteotl divided his Schattenalf followers into two groups and sent them in different directions.

One group was sent up to near the surface of the outer world, there to build a magnificent city called Aengmor. Their fate is mentioned in the *History* chapter, and is discussed in greater detail in GAZ 10, *The Orcs of Thar.*

History in the Hollow World

The other group was sent to follow the expedition which had reached the Hollow World. This expedition also succeeded in reaching the Hollow World. Prepared for the dangers of the sun by the deaths of their predecessors, they dressed to shield themselves from the solar radiation and set about conquering their new lands.

Unfortunately for them, the Kogolor dwarves already living there didn't feel like being conquered. Helped by the appearance of a golem-like dwarf-hero from the outer world, the Kogolors fought the Schattenalfen over a period of a few years and finally drove them out of their lands.

The Schattenalfen fled westward, finding similarly fierce defenders among the Oltecs, and finally settled in mountains not yet occupied by sentient races. There, they settled and built their cities.

Ironically, they found they *couldn't* actually return to the upper world to live as their ancient elvish ancestors had; this was a cruel trick played on them by Atzanteotl. Their race had been underground so long that they could not endure prolonged exposure. The sun was dangerous to them; they were nervous when not surrounded by stone walls. So they were trapped in their old lifestyles when no other force kept them from enjoying the upper world.

Many Schattenalfen have managed to adapt—slightly—to the Hollow World's surface. These brave pioneers build cities above ground and try to spend as much time outside as they can bear. True, their cities are like artificial caverns; they tend to be huge, impenetrable stone domes linked together by fully-enclosed tunnels, with no windows and few exits to the outside. And the elves who live here have learned to go outside for days, even weeks, though most of them are nervous an irritable while on the surface. It is these elves wh perform above-ground raids on enemy territories; they have learned to ride on horseback and on flapsails, and hide among the trees, and some fe even enjoy the experience of the outdoors.

Over the centuries, the Schattenalfen (substantially helped by those elves daring enough to live above ground) have grown more resistant to sunlight. Exposure to the sun for a day will still kill most of them, but in more ancient times, exposure for a mere couple of hours would be enough to do the job. So slowly, gradually, the Schattenalfen are learning to live above-ground.

Relations With Other Races

When they settled in their new mountains, the elves discovered that there were sentient races all around. North were the Azcans; east were the Oltecs; beyond *them* were the Kogolor dwarves who had treated them so unfairly; northeast, beyond the swamps, were the Neathar; southwest were the Traldar.

They hated the Kogolors for chasing them out They weren't too happy with the Oltecs for the same reason, and for others: The Schattenalfen hated *all* humans, because it was humans who ha caused the Great Rain of Fire and the Glantrian disaster. They hated the Neathar who found it so easy to live close to nature.

But, especially, they hated the Azcans. Not on were the Azcans humans, not only did they live among the forests—they built cities that were cruel, mocking invitations to the Schattenalfen. Their cities and pyramids were so like the those o the Schattenalfen that the Azcan cities seemed t be saying, "We have built *your* city, which *you* cannot live in; here it is, and here we are enjoyin it while you rot underground." The Schattenalfe believed the Azcans to have taken to this architectural style long after the elves, and to mock and torture them; consequently, they came to hate th Azcans more than any other race.

In the centuries since they settled in these mountains, the Schattenalfen have waged innumerable wars against the Azcans. These are bloody, hateful wars, with no quarter taken on either side.

The Azcans are far more numerous than the Schattenalfen, so the Schattenalfen use their few natural advantages to compensate. They establis hidden base camps as close to Azcan cities as the can, then spend literally years digging their way into the centers of those cities. When the time is ripe—often, when a city prince is conducting a sacrifice with crowds of thousands assembled below—the Schattenalfen will emerge from below-ground slaughtering all in their way, often killing the city's ruler before fleeing again.

The Schattenalfen also perform ordinary cavalry-based raids against Azcan outposts, often

luring the inevitable Azcan pursuit into ambushes and avalanches.

The flapsails give the Schattenalfen a certain aerial advantage. Squads of elves mounted on flapsails fly over Azcan cities, dropping flaming brands onto the poorer sections of town, where thatch roofs and the beams supporting mud-brick houses burn nicely.

So the war, while bloody and constant, is a guerilla war, never fought with divisions of infantry facing one another across a field.

The Schattenalfen know they cannot survive if they have enemies on all sides. Thus, though it galls them even to be neutral to a human culture, they have always traded peaceably with the Traldar. The Schattenalfen and Traldar do not like or trust one another, but their trade has been peaceful and mutually profitable for centuries, and neither desires to see it end. The Traldar, however, do not send mercenaries to help the Schattenalfen.

The elves sometimes find mercenaries among the Malpheggi lizard men; though those reptiles also accept jobs from the Azcans, they will turn on anyone if paid enough. The elves also pay the Krugel Horde to perform raids into northeastern Azcan lands, but the Krugels more often work for the Azcans themselves.

The Schattenalfen know that there is a race of elves living to the far north, but don't know much about them. If they were to learn that those elves are descendants of survivors of the Glantrian disaster, elves who descended deep into the earth, found the Hollow World, and adapted to it so happily and successfully, the Schattenalfen would also hate the Icevale elves.

The Schattenalfen know that their ancestors, the Shadow Elves, probably still live hundreds of miles down in the ground, but have long forgotten the path back to the City of Stars; there has been no communication with the City of Stars in over 2,000 years.

NPCs

One Schattenalf whom the PCs might meet is Air-Captain Trylthyn.

Trylthyn, Air-Captain, Flapsail-Rider

History: Trylthyn, born 150 years ago, has for 40 years been a member of the Schattenalf aerial corps. He's one of those "outside" Schattenalfen, the ones who live in a surface-built city. He has long been famous among the Schattenalfen, a hero among them: He is a great warrior, a great flyer, and one of the rare magic-users to boot. However, he is not a follower of Atzanteotl, and consequently his political future is limited; this is why he is a lowly captain rather than a general of Schattenalf armies.

Personality: Trylthyn's mother was a follower of Rafiel, and his father was an agnostic. So he grew up away from the doctrines of hate and revenge which dominate so many of the Schattenalfen. However, when it became clear that he had the intelligence necessary to be a magic-user, he was recruited early into the Schattenalf military, which is dominated by followers of Atzanteotl. Consequently, he has often found himself in conflict with revenge-minded superiors and fellows. This has made him moody and distant to his fellow Schattenalfen, preferring solitary patrols on his flapsail to drinking and carousing with the other officers. He is suspicious of humans (he *knows* they blew up the world), and intensely dislikes the Azcans, but wishes his people were not inimical to the other surrounding races such as the Oltecs and Neathar.

Appearance: Trylthyn is big for a Schattenalf, nearly 5'4" and 130 lbs. His hair is an iron-gray, his eyes a nearly identical hue. His features are plain, but the intelligence evident in his eyes is very arresting. He prefers to wear all-black clothes set off with golden jewelry, especially necklaces, broad bracelets, and buttons on his flying suit.

Dming Notes: Trylthyn can easily be an enemy of the PCs, but could just as easily become their ally. Unless they are mostly Azcans, he won't immediately attack intruders into Schattenalf territory; confident in his abilities, he will descend near them on his flapsail and order them to leave; if convinced that they have some business important to the King and Queen, or to the Schattenalf race as a whole, he will guide them across the hills to the city of Issarthyl.

Combat Notes: 10th-level elf (attack rank D); AC 2 (chain mail and shield); hp 40; MV 90' (40'); #AT 2 broad sword or longbow; Dmg 1d8+1; Save E10; ML8; AL L. S13 I18 W13 D10 Co9 Ch10. Languages: Elvish, Neathar, Azcan, Traldar, Malpheggi, Kogolor, orcish, one unspent language slot. General Skills: Military Tactics (I), Profession (Weaponsmith, I), Navigation (I), Signalling (Schattenalf Air-Cavalry hand-codes, I), Animal Trainer (Flapsails, W), Caving (W), Alertness (D), Riding (Flapsails, D), Leadership (Ch).

Spells Carried: 1st—*detect magic, protection from evil, read magic.* 2nd—*levitate, web* x2. 3rd—*dispel magic, fly, protection from normal missiles.* 4th—*growth of plants, wall of fire, wizard eye.* 5th—*dissolve, pass-wall.*

Magical Items in Possession: *chain mail +2.*

Monsters

The Schattenalf lands are occupied by most of the monsters indicated for mountain and hill terrains in the Monsters chapter of *The Adventure Book.* Two other monsters (from that chapter) which are very important to the Schattenalfen are flapsails and foot-pad lizards.

Tanagoro Plains

Technology: Bronze Age.

Life-Style: Village-dwelling warriors, cattle-herdsmen, and farmers.

Population: 500,000 scattered among a thousand or more individual villages.

Outer-World Origin: Eastern continent (beyond Alphatia), ca. BC 2,500.

Description

The Tanagoro lands are broad, grassy plains and forests in the southern hemisphere. The sun is hot, but northern winds often bring relief from it.

The land, though not especially fertile, is fertile enough to produce grasses to sustain the many herds of aurochs living in these lands. The aurochs, in turn, are the main food for the Tanagoro warriors. Dinosaur predators also live on the aurochs. Many herbivorous dinosaurs also live in the forested areas.

The Tanagoro men also farm this land, harvesting crops of wheat.

Tanagoro villages dot the land. Each is a small community of 300 to 700 people, averaging about 500; these villages are surrounded by earthen walls. The inhabitants live in small thatched huts, each one-room hut housing a single small family. Most villages are along a river or have a series of wells within their walls.

Out beyond the walls are fields of wheat; beyond those fields are the open grasslands where the aurochs graze.

The Tanagoro Tribesmen

The people of this land are the Tanagoro tribesmen. This is a black race of tall, lean men and women.

Tanagoro men wear leather or linen loincloths; women also wear loincloths, though some wear simple strapless wraps reaching from torso to hip. These garments are often plain, but are sometimes woven with designs: aurochs horns, wheatsheaf patterns, and spiders are prevalent patterns.

Tanagoro wear their hair short, and it is naturally tightly curled in most cases.

The Tanagoro like jewelry; they wear beaded necklaces, torcs (lengths of copper or gold bent into a circle and worn like a necklace), earrings, armbands, bracelets, and anklets; these are made of copper, leather, gold, and silver, and decorated with feathers, carved bone, and semiprecious stones.

Tanagoro warriors carry spears, javelins, and knives. They use few other weapons. In battle, they utilize shields but wear no body armor.

Their language is called Tanagoro. Its origins are the same as the outer-world Pearl Islands language, but are not shared by any other human culture in the Hollow World. There is no written form of the language.

The Tanagoro also speak Neathar.

Customs

The Tanagoro are a simple people. This does not mean that they are stupid, or a lesser culture; it means merely that their culture is agrarian and uncomplicated.

The Tanagoro make their livelihoods farming wheat and herding the oxen-like aurochs which proliferate in the open grasslands. Their lives are made up of farming, herding, making their devotions to their patron Immortal, music and dance and defending their land from foreign intruders.

And they are *great* warriors. Tanagoro warriors have enormous vitality and endurance; also, they are especially skilled tacticians. Their recurrent enemies, especially the Nithians and Milenians, look down upon them as savages, but cannot deny that the Tanagoro war-generals are as intelligent and sophisticated as any civilized war-leader.

Men rule the Tanagoro; they are the culture's hunters, warriors, and herdsmen. Women are the farmers and homekeepers. But especially independent women sometimes run away from their villages to live free in the forests; if they can survive long enough to become accomplished warriors (i.e., third level or above), they may return to their villages with full warrior rank.

Individual villages are mostly self-governing, but all answer to a central king called the Togoro.

The Immortal patron of the Tanagoro tribes is Korotiku the Trickster. They seek to follow their patron's example by developing and strengthening their minds as they have their bodies.

History on the Outer World

The Tanagoro tribesmen occupied the peninsula now called Tangor in the distant past. When the Blackmoor men destroyed themselves and nearly wrecked the world, the Tanagoro lands were dramatically affected; great series of volcanic eruptions changed most of the plains portions of Tangor into volcanic, mountainous, infertile regions. So Ka the Preserver and Korotiku, patron of the Tanagoro, transferred many Tanagoro tribes into the Hollow World, establishing them in vast plains hitherto occupied by no sentient race.

History in the Hollow World

The Tanagoro were content in their world for many centuries. Their only enemies were the giant lizards who ate their oxen, and enough Tanagoro spearmen and javelin-throwers could eventually chase even those beasts away.

Around BC 1,600, the Immortals established another race nearby: They placed the horse-loving Jennites to the south. The Jennites settled the

colder southern plains and often tried to push their borders farther north, waging brief, inconclusive wars with the Tanagoro. This, however, was a sometimes bloody rivalry, not a real clash of bitterly-opposed cultures.

A thousand years later, the Immortals placed the Nithians along the desert river to the east, and a few hundred years after that, the Milenians arrived along the coastlands to the west. Now, the Tanagoro were situated between two military cultures who didn't like one another and didn't mind tromping over the Tanagoro to confront one another.

It was at this time that the Tanagoro really established their reputation as warriors. They could not keep the Nithians and Milenians from charging against one another, but they could fall upon the survivors of clashes, and could brutally avenge any attacks on their own villages. The more "modern" intruders came to respect the agrarian Tanagoro; now, when crossing the plains, they are far less likely to sack Tanagoro villages when passing through, and never assume that the path back to their native lands is safe.

Relations With Other Races

As is obvious, the Tanagoro are at odds with most of the cultures around them; the only one they don't war against is the Brute-Men, for they have a superstitious dread of those hairy, gnarled near-humans.

However, the Tanagoro would prefer not to have to war. They will attack Nithian and Milenian forces crossing their lands, or Jennite intrusions on their southern border, but will take only a defensive posture against caravans or travelling parties which do not obviously belong to one of those cultures.

NPCs

The great king of the Tanagoro is Doraka Togoro.

Doraka Togoro, The King

History: Doraka, age about 50, is the son of the previous Togoro. In his youth, he was a daring warrior and war-leader, especially adept at outflanking and inflicting crushing defeats on Milenian infantry units. His father died 20 years ago, and Doraka took the title of king then. His own son, Korolo, age 25, is not the tactician his father is, but is more adept at planning for the future by storing grain and drilling new wells.

Personality: Doraka is a merry, mocking man with a sense of humor and of the ridiculous. He enjoys meeting outsiders (other than the traditional enemies of the Tanagoro) and "putting them through their paces." These paces include setting up a feast for the visitors, then, in the midst of the merriment, indicating to the visitors that they must dance the Tanagoro dances and drink far too much of the potent Tanagoro wheat-beer . . . else they will disappoint him greatly. He won't be anywhere near as offended as he pretends if they refuse, but visitors seldom do, and often make a spectacle of themselves.

Appearance: Doraka is a big man, 6'4", and distinctly overweight—perhaps 280 lbs. He is balding and wears a close-cropped beard. He wears bright yellow loincloths and headbands, and a necklace of strung *tyrannosaurus rex* teeth from a beast he helped kill.

Combat Notes: 8th-level fighter; AC 8 (with shield); hp 65; MV 150' (50'); #AT 1 spear; Dmg 1d6+2; Save F8; ML10; AL L. S17 I13 W15 D10 Co14 Ch9. Languages: Tanagoro, Neathar, Milenian. General Skills: Wrestling (S), Military Tactics +2 (I+2), Endurance (Co), Storytelling (Ch).

Magical Items in Possession: None.

Tanagoro Warriors

Combat Notes: 2nd-level fighter; AC 8; hp 15; MV 150' (50'); #AT 1 spear; Dmg 1d6; Save F2; ML8; AL N.

Monsters

All of the monsters commonly found in plains are to be found in the Tanagoro lands; see the Monsters chapter of *The Adventure Book* for more on these.

Traldar Kingdoms

Technology: Bronze Age.

Life-Style: Seacoast-dwelling farmers, herdsmen, pirates and reavers.

Population: 500,000 scattered among numerous large towns.

Outer-World Origin: Northern continent, the area now called Karameikos, ca. BC 1,000.

Description

The Traldar Kingdoms are rocky, heavily forested mountainous lands lying where the great equatorial mountain range enters the Atlass Ocean. Here, the weather is cool and temperate; the pastures and fields are not especially fertile, but are adequate for the grain and pasturage needs of the men there; the ocean yields up a great variety of fish.

The Traldar live in villages and large towns mostly situated along the seashore. Small villages will be crowded onto the tops of hills and small mountains; larger communities have a walled royal enclosure at the top of the hill and a walled city sprawled out below that.

Traldar buildings and walls are made of large blocks of smooth, dressed stone, especially limestone. Even the buildings of common men are made of rough stones strongly mortared together.

Strange beasts sometimes descend from the eastern mountains to plague the Traldar; such monsters include griffons and the fearsome hydra.

The Traldar

The Traldar people are a race of bold men and women, self-styled heroes.

They are a light-skinned race, descended mostly from Neathar and somewhat less so from Oltecs; their skin is caucasian but somewhat darker than races such as the Neathar. Brown and red hair are most common among them, but they especially appreciate the rarer blondes. Both men and women wear their hair long. Men use leather thongs to bind their hair into tails, and often wear short, full beards and mustaches. Women wear their hair bound into tails if married, and wear it loose if unmarried.

Traldar men wear long-sleeved tunics reaching nearly to the knees, and either sandals or high boots, depending on the weather and climate. Their tunics are worn with sword-belts (every Traldar carries at least a dagger for eating); if the air is cool, they will often wear cloaks.

The women wear a similar tunic garment, except that it reaches the ground and is often worn with a veil.

For either men or women, the garment is usually brightly colored and embroidered with scenes from nature: Griffons, lions, octopi, dolphins, etc.

In times of war, the Traldar wear bronze cuirasses, helmets, greaves and vambraces, which add up to plate mail armor (AC 3, encumbrance 500 cn). They also carry large round shields. Their favorite weapons include spears, pole arms (pikes), short swords, great axes, long bows, and slings.

The Traldar speak the Traldar language, an ancestor of the later Traladara and Milenian tongues; but it is distinct from those languages. There is a written form of the language.

Traldar also speak Neathar. Traldar intelligent enough to learn other languages often learn elvish, Milenian, and Azcan.

Customs

The Traldar make their living by growing wheat, barley, olives, and grapes, by fishing, by keeping cattle, sheep, and goats, and by exporting food, olive oil, wines, pottery, and wool.

But their culture revolves around the figure of the Hero. To the Traldar, any noble fighter, or any common fighter of uncommon ability, is a Hero, and they live to hear stories of exploits of heroes of all sorts: Clever heroes, pirate heroes, superhumanly strong heroes, unnaturally quick heroes . . . so long as they are Traldar heroes. They affect polite interest in the exploits of heroes of other lands.

The Traldar begin teaching their young men to fight at a very early age, subjecting them to a stern regimen of training and exercise to turn them int the world's greatest warriors. To a certain extent, they succeed: The proportion of fighters above 1s level may be higher among the Traldar than any other race. (Fortunately for the surrounding cultures, the Traldar are not as prolific as the Milenians or the Neathar; if they were, the Hollow World might have Traldar as its common tongue.

The Traldar also admire skilled bardcraft, armormaking and weaponmaking, jewelcraft and goldcraft. They trade a lot of their surplus food north to the Schattenalfen in return for the elves gems and gold.

The Traldar are good sailors, but they are very limited by their boats: Their war-galleys, which once dominated their region of the Sea of Dread are antiquated and slow in comparison to the Merry Pirate ships. The Traldar make up for this somewhat through their superior fighting ability . . . but they are just not as good at piracy now a the Merry Pirates. When they go reaving, they must content themselves with making landings i their slow-moving galleys and then sacking seasi cities. The Azcans and some Merry Pirate village suffer the raids of the Traldar.

The Traldar are superior charioteers. They bre strong, smallish horses and many heroes ride int land combats on two-horse, two-man chariots, wielding lances against their enemies.

Each Traldar city is its own petty kingdom, wi its own king. No city rules any other, although stronger cities sometimes march against and sack weaker ones. The Traldar are not united and con sequently are always warring among one anothe

From time to time, though, every few hundre years, a Traldar Great King will rise, one who ha enough personal charisma to unite the Traldar against some common enemy. It's been a long time since the Traldar have needed such a leade . . . but if ever they find themselves facing a pa ticularly determined Milenian or Azcan war of aggression, a Great King will rise up among the to throw the invaders back.

Among the Traldar, just as with their descendants, the Milenians, women are second-class citizens who cannot own land or rule in their ow names. However, a few women, especially those who grew to adulthood making their living as independent shepherds or huntresses, become mighty warriors and are subsequently respected the Traldar.

The Immortal patrons of the Traldar are Hala and Petra (see the *Immortals* chapter), who wer once Traldar heroes themselves.

History on the Outer World

The Traldar warrior culture rose on the outer wo around BC 1,400. Descendants of the earliest Nithian colonists, they quickly forgot their Nithian identity and developed their own cultu traits, such as a veneration of the ruling warrior

caste. (See the description of the Hutaaka earlier in this chapter for more on the early history of the Traldar.)

Around the year BC 1,000, a mighty invasion of gnolls threatened to destroy the Traldar culture; not even the Immortals know whether the Traldar would survive. So the Immortals transplanted several whole villages of Traldar, those who were closest to extinction, to the Hollow World.

History in the Hollow World

The Traldar found themselves on rocky coastal lands situated near the Schattenalfen to the north; farther north were the dreary Azcan people. The Traldar and Schattenalfen cooperated from early on, trading Traldar food for elvish crafts, and so the Traldar decided to prey on the Azcans. For many years, they earned a reputation as fearsome reavers, again and again sacking seaside Azcan cities and towns.

Eventually, the Immortal Korotiku settled Thyatian pirates in Traldar-occupied islands to the west, and manipulated things so that the two cultures would merge into a single, coherent pirate culture. Over the centuries, he added more races to that mix: Ostlanders from the Northern Reaches of the outer world, and then Ierendian pirates.

Relations With Other Races

The Merry Pirates are the most serious rivals of the Traldar. No match for the Traldar on land, they have superior ships and seafaring tactics. From their earliest clashes, the terrain would dictate who would win a Traldar/Merry Pirate clash: If it took place on land, the Traldar would win, while a seagoing encounter would result in Merry Pirate victory. The Traldar and Merry Pirates do not like one another.

Eventually, too, the Milenians were settled on the seacoast of the southern hemisphere. The Traldar found much to admire in the industrious, warlike Milenians (not too surprising, as the Milenians were their own descendants). That didn't keep them from occasionally raiding Milenian cities, but by and large the Traldar and Milenians left one another alone.

The Traldar trade with but do not trust the Schattenalfen, and still raid seaport Azcan cities whenever they can get away with it; naturally, the Azcans despise the seagoing Traldar.

NPCs

One Traldar hero whom the player characters might encounter is Prince Tiradon.

Prince Tiradon of Corescos

History: Tiradon, age 18, is the son of King Doradon of the city of Corescos. An early bloomer, he left home at the age of 14 to wander the Traldar lands (and beyond) to see new sights, kill new monsters, and acquire and demonstrate fighting prowess. He traveled as far south as the Milenian city of Tyrnus, as far northeast as the Schattenalf capital of Issarthyl. Recently, his father's health failing, he returned to his home city to take up the responsibility of princedom.

Personality: Tiradon affects a mature warrior's manners, though he is still a very young man; he advises other young men on the ways of the world, the codes of the warrior, the thought processes of women and other things he really does not understand. Other warriors are put off by this, but he is a nobleman and a superior fighter and so it is very hard to correct his behavior. He is justifiably proud of his fighting prowess and his great agility. He is not bad-hearted, though—just convinced of his maturity and having the need to receive respect from others.

Appearance: Tiradon is tall for his age, about 6'1", and lean. He has flaming red hair, mustache, and beard, and sea-green eyes. He dresses in green and gold clothing. He always wears a short sword at his belt; its hilt is ebony inlaid with gold dolphins, and was a present from a Milenian prince.

Combat Notes: 5th-level fighter; AC 7 (in normal dress) or 0 (in full armor); hp 27; MV 90' (30'); #AT 1 spear or short sword; Dmg 1d6+2; Save F5; ML8; AL N. S13 I12 W10 D17 Co9 Ch14. Languages: Traldar, Neathar. General Skills: Hunting (I), Knowledge (of Atlass coast geography, I), Profession (of Sailor, I), Acrobatics (D), Escape Artist (D).

Magical Items in Possession: *short sword +1, detects magic.*

Heroes of the Traldar

These are the highly-trained Traldar warriors who make up the bulk of Traldar army and navy forces.

Combat Notes: 3rd-level fighter; AC 2; hp 16; MV 90' (30'); #AT 1 spear, short sword or long bow; Dmg 1d6+1 (spear, short sword) or 1d8 (long bow); Save F3; ML9; AL N.

Common Warriors

These are the lesser warriors, the ones who never could train up to Traldar standards; they serve as spear-carriers and sling-men.

Combat Notes: 1st-level fighter; AC 7 (leather armor); hp 8; MV 120' (40'); #AT 1 spear or sling; Dmg 1d6 (spear) or 1d4 (sling); Save F1; ML7; AL N.

The Traldar War Galley

Movement Rate 12 miles/day (36 if sailing), or 60'/round (90' if sailing), 200 Rowers, 100 Hull Pts., AC 7, Capacity 60,000 cn.

One ram on the bow, below the waterline: AC −4, HP 50, Damage d6+8.

Monsters

Two monsters commonly found in Traldar lands are the griffon and the hydra (both from the *Expert Set*). (The griffon is more common than the deadlier hydra.)

The Tribes of Neathar

Technology: New Stone Age (ground stone weapon heads).

Life-Style: Tribal hunter/gatherers.

Population: 3,000,000 scattered among thousands of tribes and clan groups.

Outer-World Origin: Northern continent, ca. BC 3,500.

Description

The Neathar tribes live in most sorts of territory—mountains, hills, forests, jungles, swamps, and plains especially; they are less commonly found in deserts or subarctic terrains.

The Neathar

The Neathar are a white race of Stone Age hunters and warriors. They are not pale; they tend to be very tanned, with hair ranging from blond to brown to red; brown eyes are more common than blue among them.

Neathar men wear their hair short, and usually wear short beards and mustaches. Neathar women wear their hair long and unbound.

The Neathar wear clothes made from skins. In most tribes, the men wear brief loincloths or breechclouts, either with sandals or no footwear at all. Women generally wear breechclouts or brief skirts with short vests which close in front; some wear tunic-like, short-sleeved garments reaching from shoulder to thigh. They, too, wear sandals or go barefooted.

The Neathar also wear headbands, leather belts from which hang pouches and dagger-sheathes, and simple jewelry. They usually wear necklaces of strung beads or shells, and armbands, bracelets and anklets of leather or copper.

Mated women all wear earrings. Single girls do not.

In most situations, including normal travel and exploration, the Neathar do not wear any sort of armor. In formal raids on enemy villages, warriors carry rectangular shields.

Neathar warriors and hunters carry spears, javelins, short bows, slings, daggers, and several other fairly simple sorts of weapons.

The Neathar language is the most widely-spoken language in all the Hollow World; it is the common tongue of the entire Hollow World. Neathar tribesmen speak their own language, which has no written form.

Those with enough intelligence to learn additional languages usually learn the tongues of races who live nearby; if one tribe lives near the Oltecs, then they will learn Azcan as their second language.

Customs

The Neathar are simple hunter/gatherers. Neathar warriors hunt whatever wild game is to be found in their tribal lands, while the more sedentary members of the tribe (non-warriors, the aged, the very young) gather fruits, nuts, gourds, whatever else may be harvested for food.

They are not a nomadic people, though a tribe may abandon its lands when there is no longer enough game to sustain them. The Neathar are wise enough not to hunt an area clear of game, though; this sort of disaster occurs mainly when nature drives the game beasts out of the region.

Each tribe is independent, ruled by its own chief. The Neathar sometimes make war on one another, but these are usually border disputes and settlements of vengeance; they do not fight to conquer one another.

Most Neathar tribes venerate the warrior; it is the fighter-hunter, not the sage or the scholar, who is their greatest hero. A youthful warrior does not consider himself a man until he has scored some sort of coup against an enemy, such as defeating a warrior of another tribe in single combat.

One tradition which causes a lot of conflict between the tribes (but helps keep down any problems from inbreeding) is the custom of mate-stealing. It is a particularly great honor for a Neathar warrior to be able to sneak into an enemy tribe's village, steal a mate from among that tribe's unmarried women, and escape back home.

As you might deduce from that custom, it is true that most Neathar warriors are males. This is custom, but not absolute proscription: Some Neathar women become independent warriors. (It is not customary for them to go into enemy lands to steal a mate and bring him back to the tribe.)

Most Neathar tribes are ruled by male chiefs. A few are matriarchies, where women hold the chieftainship. Others still require that the ruling body be a mated couple sharing equal responsibility, or that the chief be a female cleric of a specific Immortal, or that the chief be a male wielder of magic . . . there is a lot of diversity to be found among the Neathar.

The race as a whole is usually referred to as the Thousand Tribes of Neathar. This is an erroneous designation; there are actually *several* thousand individual Neathar tribes scattered all across the northern hemisphere of the Hollow World.

The Neathar have no written language. Few exposed to other cultures learn to write their

languages, though many learn to *speak* other languages.

The Neathar worship many Immortals, among them Diulanna, Lokar (Loki), Wotan (Odin), Palartarkan, and Donar (Thor).

Individual Tribes

Each type of terrain in the northern hemisphere will be the home of dozens or hundreds of different Neathar tribes. Here are the names and individual characteristics of several of them:

Balarai. These tribesmen live in the forests due north of the Oltecs. They trade with the Oltecs and do some fighting with the Malpheggi lizard men to their west. They go barefoot, wear no headbands, and are very adept at climbing and walking among the trees. They build wooden villages with high palisades around them in the deepest parts of the forest, and set up elaborate traps and snares to protect those villages from invaders. Their tribal general skills are Climbing and Treewalking.

Hiakrai. These tribesmen long ago domesticated a Hollow World breed of giant eagle called *hiak*. From their original homelands in what are now the Kogolor dwarf mountains, they migrated—straight up, to one of the Floating Continents, the lowest and largest of them, which is named *Hiaklor* (Eagles' Loft). They wear heavier hide tunics and knee-high leather boots against the chill winds they face, and decorate their tunics and headbands with feathers and copper jewelry representing their eagle friends. On floating Hiak-lor, they occupy cliffside caves and caverns. Their tribal general skills are Animal Empathy (Hiak/Giant Eagles) and Riding (Hiak/Giant Eagles).

Makai. These tribesmen are unusually peaceful for Neathar men; they can fight as well as most other tribes, but prefer peace. A friendly and amorous people, they occupy several islands south of the Merry Pirate seas. Men and women alike wear only breechclouts, often decorating themselves with flowers in their hair or necklaces of woven flowers. They go barefoot. They are accomplished fishermen and pearl-divers and travel from island to island in outrigger canoes, sometimes set up with sails. The Makai have little concept of personal possessions and steal things back and forth from one another freely, with no ill will; though a small fraction of Makai are clerics and magic-users, the rest are evenly divided between fighters and thieves. Makai live in unwalled villages of grass huts. Their tribal general skills are Profession of Sailor (Canoeing), Profession of Pearl-Diver, Profession of Fisherman (most Makai have only one or two of these).

Toralai. These plains-dwelling tribes once lived in the land now called Thyatis; the late-arriving Thyatians, Kerendans, and Hattians drove them out of their own lands or conquered and assimilated them, all but the Toralai tribes transferred to the Hollow World. The Toralai are great runners and hunters of bison. They live in semipermanent villages of wood-frame huts covered in bison skins. They wear skin foot wraps instead of sandals. Their tribal general skills are Endurance and Tracking.

Valgrai. This Neathar tribe has an unusual bond with wolves; every Valgrai warrior is mystically bonded to a ferocious wolf who becomes his best friend and constant companion. The Valgrai are deep forest hunters who trade and fight a little with the Antalians and Icevale elves to the north and clash constantly with the Azcans to the southwest. They live in deep-forest cabins of rough-hewn wood, usually on hilltops protected by dry moats and wooden walls. Their tribal general skills are Animal Empathy (wolves) and Tracking.

History on the Outer World

The Neathar were one of the three great original races of men; they, the Tanagoro, and the Oltecs were the first human inhabitants of the outer world. Neathar men were the ancestors of the Blackmoor culture and are the ancestors of most modern fair-skinned races such as the Thyatians and the men of the Northern Reaches.

In BC 3,500, hundreds of years before the Blackmoor disaster, it became obvious to the Immortals that the Neathar were in a stage of rapid development; they had fragmented into thousands of tribes and each one was speedily developing along its own lines. Wishing to preserve the culture before it vanished, Ka and other Immortals transferred representatives of several hundred Neathar tribes to the Hollow World.

History in the Hollow World

Menaced by dinosaurs and natural disasters but not by any sentient race, the Neathar men spread all over the northern continent. The original transferred cultures, because of the *Spell of Preservation*, stayed in their original states, but the Immortals allowed splinter cultures to form and grow and develop along new directions.

Eventually, other races were transferred to the Hollow World: Oltecs and Azcans, Antalians and Icevale elves, Kogolors and Krugels and Schattenalfen. Some of them, the Azcans especially, conquered or drove the Neathar out of their lands. Others were content to wage the occasional war against the Neathar but otherwise leave them to their own devices.

Relations With Other Races

Today, the enemies the Neathar most commonly face are the Neathar themselves. Most tribes are engaged in ongoing feuds with all the tribes around, feuds fueled by centuries of ambushes, mate-stealings, and border disputes.

The second-greatest enemy of the Neathar are the dinosaurs. The Neathar lands are true wilderness, and dinosaurs and other prehistoric monsters abound.

NPCs

One typical example of the Neathar race is Zotena, the Gem of Neathar, who can be found in the Adventures chapter of *The Adventure Book*.

Monsters

Whatever terrain a particular Neathar tribe occupies will be thick with the usual sort of monsters found in that type of land; see the Monsters chapter of *The Adventure Book* for specific examples.

One of the animals specific to a Neathar tribe as mentioned above is the giant eagle, which the Neathar tribesmen call the *hiak*; its characteristics are also found in the Monsters chapter.

Itinerant NPCs

To round out this chapter of the sights and encounters of the Hollow World, here are some itinerant (i.e., homeless or wandering) characters the PCs might encounter anywhere on the map.

Brynna, Antalian Warrior

History: Brynna, born 18 years ago, daughter of a petty Antalian village chief, had an elder brother named Brynnor. Things being what they are in the Antalian culture, their father devoted all his time to teaching Brynnor to being a mighty warrior and lavished none of the same attention on Brynna. She grew up jealous of that attention and envious of the fact that Brynnor was, indeed, a formidable fighter . . . which she felt she could be if only she had the chance. But that chance never came, not even when Brynnor fell in battle against the northern Beastmen, for Antalians simply did not teach their women to fight.

Well . . . *some* Antalians did, such as clerics of the Immortal Fredara. From such a cleric, Brynna began to take secret lessons in fighting and warrior-craft. She became adept and it looked as though she had the potential to become quite a warrior. But her father discovered that she was learning to fight and forbade her ever to pick up a weapon again. She defied her father and left, never again to return to her people. That was two years ago.

Personality: Brynna, once an outgoing and sunny young woman, is now an independent and somewhat suspicious survivor. She has wandered the northern hemisphere of the Hollow World for two long, lonely years and is anxious to find a home for herself—somewhere, anywhere. She is willing to undertake the loss of experience brought on by abandonment of her native culture (see the *Cultural Bias* rules in the Character Creation chapter of the *Players' Guide*). But so far she has found no people willing to take her for what she is; most want to return her to second-class status, take her weapons away, plant her in a harem, or otherwise abase her, and she won't accept that fate.

Appearance: Brynna is a tall young woman, a blue-eyed blonde with intelligent features and a sad expression. She wears the furs of the Antalians adapted to whatever terrain she is passing through—usually with sleeves and trouser-legs shortened in warmer climates. She carries the broad sword once owned by her brother Brynnor, and packs chain mail armor given to her by the cleric who trained her.

DMing Notes: A recurrent character in lost worlds adventures is the Native Princess. This is the representative of a lost-worlds culture who meets, falls in love with and is inevitably separated from one of the outer-world heroes. In this case, Brynna is the native princess and one of the player characters will be the outer-world hero. Should you wish to use this plot, introduce the heroes to Brynna in some dramatic confrontation; they might help her escape some attacker, or she could help them when they are ambushed. She will travel with them long enough for her to develop, and demonstrate, feelings for one of the male PCs. And then she will vanish—kidnapped by a Neathar warrior flying a giant eagle, or by a raiding party of Azcan invaders, or by any other group with whom you wish to set the PCs in conflict.

Combat Notes: 2nd-level fighter; AC 3 (chain mail and shield); hp 10; MV 90' (30'); #AT 1 broad sword; Dmg 1d8+3; Save F2; ML7; AL L. S13 I13 W15 D14 Co10 Ch14. Languages: Antalian, Neathar, one unfilled language slot. General Skills: Survival (Arctic, I), Bravery (W), Mysticism (W), Mountaineering (D), Riding (horses, D).

Magical Items in Possession: *broad sword +2.*

Trokalikos of Laroun

History: Trokalikos, born 50 years ago, is a scholar of the city of Laroun. Ten years ago, inspired by a whisper in his ear from the Immortal Petra, he set out from his Milenian city and travelled north, crossing the near-impassable equatorial mountain range. Beyond, he found the Lighthouse, the hidden scholar's civilization, and happily joined its order. In the ten years since, he has travelled the Hollow World, learning much of its doings, and always bringing knowledge back to the Lighthouse.

Personality: Trokalikos is not the stereotypical absent-minded scholar. He has a keen intelligence and perception of what is going on around him, and an appreciation of life in all its forms. He readily adapts to new cultures as he travels, experiencing every new custom he can.

Appearance: Trokalikos is about 5'8" and skinny. His once-black hair, mustache and beard are now shot through with gray. Outside the Milenian Empire or the Lighthouse valley, he wears the featureless gray robes of the Lighthouse and carries a staff; in the city of Laroun, he wears Milenian tunics. On his left hand he wears a featureless silver ring, on the inside edge of which is inscribed a picture of a lighthouse.

DMing Notes: Trokalikos is not a fighter, and no longer as incautious as he was on his original journey, and so he often hires bodyguards to conduct him through dangerous territories . . . and *most* of the Hollow World is made up of dangerous territories. This is an easy way to bring him into the company of the player characters, and to bring the PCs to the attention of the Lighthouse.

Combat Notes: Normal Man; AC 9; hp 4; MV 120' (9-(90'); #AT 1 dagger; Dmg 1d4; Save NM; ML4; AL L. S9 I16 W13 D10 Co10 Ch13. Languages: Milenian, Neathar, Azcan, Tanagoro, elvish. General Skills: Disguise (I), Knowledge (of Hollow World geography, I), Mapping (I), Navigation (I), Riding (horses, D).

Lorpin the Mad

History: Lorpin, 40 years ago, was a 30-year-old Thyatian adventurer from the Isle of Dawn on the outer world. On an ill-fated naval expedition, he and his ship were swallowed up by a whirlpool in the vicinity of Norwold. But it wasn't just an ordinary whirlpool; it was a magical *gate*. What seemed like an eternity later, it spat Lorpin and a few fellow survivors up near the shore of the Azcan nation. Lorpin spent a year among the Azcans as a slave tlachtli player, his mind teetering from his experience and from the Azcans' cruelty; eventually, during a Schattenalf attack, he escaped. He escaped alone; his fellows remained behind, convinced they could earn a good living as tlachtli players, and were executed once the season was over.

In the years since, Lorpin has wandered from place to place, trying to find the way back to his home and his family. Though he has travelled all over the place and seen many things, he has never found the way home.

Personality: Lorpin's mind is gone; he sees things that aren't there, especially scenes from the last 40 years of his life. He attaches himself to any likely-looking band of explorers who are willing to put up with him; while with them, he constantly seeks clues to the way back to the outer world.

Appearance: Lorpin is tall and spectrally skinny. In his youth, he was a strong, handsome adventurer and retains some of that strength; he may look funny, but he's strong and experienced. He has long, matted gray hair and a full beard and nustache (also matted), and dresses in whatever rags he can find.

DMing Notes: Lorpin would be only a nuisance to the player characters' encounters, but has several skills which may be of use to them.

Combat Notes: 6th-level fighter; AC 9; hp 15; MV 120' (40'); #AT 1 dagger; Dmg 1d4 + 1; Save F7; ML 8; AL C. S13 I14 W6 D10 Co5 Ch10. Languages: Thyatian, Neathar, Azcan. General Skills: Hiding (I), Knowledge (Hollow World geography, I), Mimicry (I), Survival (Jungle, I), Cooking (Military, W), Danger Sense (W).

Magical Items in Possession: None.



Thalandrian, the elf-hero from Alfheim, slept fitfully. He still wasn't used to sleeping under that eternal red sun. Too, his sleep was disturbed by dreams. As he slept, he knew they were dreams, but they were compelling nonetheless.

In his dream, he rode on a dappled mare in a deep forest. He knew it was a forest on the outer world, for the sun, when seen through the high branches, was yellow and low in the sky. The trees were greater and more beautiful than any he'd ever seen in the Canolbarth forest, and the forest itself, so healthy and well-tended, was obviously kept up by elves or forest folk; perhaps there were dryads or treants in this dream-woods.

Another horse fell in step beside his, and on it was an elf-woman of surpassing beauty. Unlike most elves, her hair was the deep green hue of spring leaves, and her tunic seemed to be woven of large, strong oak-leaves. Thalandrian was awe-struck by her beauty, and by the deep, ancient wisdom in her green eyes, and was unable to speak.

The dream-woman whispered, "Twenty marches to the south, in a hidden valley at the foot of a twin-spired mountain, there is a village of elves. They are peaceful elves and do not know warfare. They have been sheltered, much as the earliest elves were in the forests of Evergrun.

"Now war and pain have come to them, brought by the dusky Azcans and their worship of hatred. The Azcans pillage them, enslave them, work to exterminate them.

"Help these hidden elves, Thalandrian. Go there, and persuade your human allies to go with you. Find the valley. Drive out the Azcans and teach them the folly of their hateful doctrine. Please hurry . . ."

Thalandrian jolted out of his sleep. He was once again in his bedroll under the rocky ledge, whose shadow spared him some of the reddish sunlight.

He looked around: One of his human allies was alert and on guard, and gave him a perfunctory nod, while the rest slept. All was well, his dream just a dream.

Except—in his hand, clenched tightly in a fist he didn't remember making, were leaves; they were huge leaves of an oak-tree, and no such trees grew anywhere in the Hollow World . . .

Following is a sample of the Immortals whose activities affect both the outer world and the Hollow World. This isn't by any means a complete list. It is, however, a representative sampling of the types of Immortals who occasionally interact with mortals.

How The Immortals Interact With Mortals

Immortals do not often appear to mortals in physical form, standing up before them and enjoining them to action.

More commonly, an Immortal will appear to one mortal in his dreams, or will inspire a cleric to a prophecy affecting the mortals. On rarer occasions, the Immortal will appear before a party of mortals in his Incorporeal form.

Immortals usually communicate with mortals in order to command them or persuade them to undertake actions which advance the Immortals' plans. When one Immortal sees an enemy Immortal plotting, the first Immortal will usually communicate information and his desires to a group of faithful clerics or heroic player characters, persuading those heroes to confront the minions of his enemy. The Immortals themselves seldom participate personally in the struggles between their minions.

This chapter's descriptions of the Immortals do not include individualized character sheets. It's usually not necessary to have a character sheet for an Immortal; mortal heroes in reasonable campaigns don't often attack them.

However, in certain rare situations, mortal will heroes will decide that they have to attack an Immortal. At that point, as a DM, you can choose one of several different responses for the Immortal to take:

(1) The Immortal Overwhelms the PCs: The DM, if he wants Immortals in his campaign to be godlike beings, can just decide that no mortal player character even approximates the amount of power it takes to hurt an Immortal. Therefore, with this choice, the DM can just describe how the Immortal frowns, waves his arms, and all the PCs are *paralyzed* (no saving throw possible), or *cursed*, or *geased*, or otherwise discomfited. If some PCs were particularly obnoxious, the Immortal might magically transport them away to a place of punishment, to keep them there for a while or forever.

(2) The Immortal Leaves and Undertakes Revenge: The Immortal might just disappear completely; no mortal magic can bind him here. He can then pursue his punishment of the PCs at his own leisure.

(3) The Immortal Stays and Fights: A particularly foolish Immortal might just stay behind to fight. (It's not foolish for him to believe that he would win a fight; but he might sustain hurt from his opponents, and would certainly not enhance his reputation among mortals or Immortals by beating on mortals.) The DM might have arranged an adventure where some artifact has bound an Immortal in place so that the PCs have a chance at attacking and temporarily or permanently destroying him, so not *all* circumstances

in which an Immortal stays around to fight necessarily mean that the Immortal is foolish. For situations like this, and for players who don't have a character sheet for Immortals, we'll provide one a little later in this chapter.

Immortal Behavior

The Immortals have a rule among themselves: *Direct action against mortals is forbidden*. The wiser ones among them have persuaded most of the others that they need to live with this code and enforce it on others who aren't so sensible. And so the Immortals spend a lot of their magical energy "scanning" for the tell-tale emanations of direct Immortal intervention on the mortal planes. An Immortal who just shows up on the mortal world and starts killing the mortals he dislikes will instantly be noticed, and will probably be attacked, by the other Immortals.

This is why Immortals tend to limit themselves to speaking to mortals in dreams, or appearing very briefly and not manifesting very much energy; this is why they try to convert mortals to their own doctrines and let the mortals do all the work.

Of course, not all Immortals are happy to bow to the will of the masses. They chafe at the "direct action" rule and do appear directly whenever they think they can get away with it. Fortunately, this is seldom, and usually only in high-energy places and situations where they think the other Immortals will not notice their presence.

When an Immortal appears on the mortal world in his Manifestation Form, or when he uses magic spells through his Incorporeal Form (see below), there is a 5% cumulative chance per round that the watchdog Immortals will notice. If they notice, they will probably decide to forcibly yank the erring Immortal back out of the mortal world. If he is an Immortal of less than ultimate power of one of the four "good" Spheres, they may be able to punish him; if he is an Immortal of Entropy, he will not allow himself to be summoned into their presence and will simply escape to cause trouble later on.

Character Sheets

Immortals have three basic forms in which they can confront mortals. These are the *Mortal* form, the *Manifestation* form, and the *Incorporeal* form.

Mortal Form

An Immortal can create any mortal form to house his intelligence when he appears in the mortal world. He can create this form as just about any species, and at the maximum experience level (or HD figure) for that species. So if an Immortal creates a human form for himself, he can create anything from a Normal Man to a 36th-level adventurer.

This mortal form is not detectable by other Immortals as an object housing another Immortal. Therefore, the Immortal housed in the mortal form can walk freely among mortals, using all the abilities of his mortal form. Not many Immortals like to do this; becoming Immortal and then later returning to the limitations of a mortal body, to them, is like being cured of blindness and then becoming blind again. However, some do it in order to advance their personal plans or to keep an eye on mortals crucial to those plans.

An Immortal can throw off his mortal form and take on his Manifestation form or his Incorporeal form at any time. But it's not instantaneous; it takes ten rounds for the transformation to be completed. During those ten rounds, the Immortal is transforming but has all the stats and limitations of his mortal form.

Likewise, the Immortal can change his mortal form to another mortal form, under the same time constraints. If an Immortal wants to maintain two identities on the mortal world, one of a female 36th-level magic-user and the other of a 10th-level dwarf, he can change freely between them—and between any number of additional forms and identities—subject only to the limitation that each transformation takes ten rounds.

The Immortal may create any garments, weapons, and magical items for a mortal form. When he changes to another form, all those objects turn into nothingness; a hero stealing such an item will watch it disappear into thin air once the Immortal changes form. And when the Immortal returns to the form which had that item, the item returns to the Immortal—not to the thief.

Manifestation Form

The Immortal's more powerful form is his Manifestation form. This form is as much of his "true" Immortal body as he can project into the mortal world. The Immortal can make his Manifestation form look like anything, but it will always radiate the power of an Immortal; an Immortal in his Manifestation form cannot disguise himself as anything but an Immortal.

Most Immortals choose one or two specific appearances for their Manifestation forms. They can switch instantly between those appearances if they choose.

Below are the characteristics of the Immortal's Manifestation Form:

Manifestation Form

	Type Of Immortal		
	Average	Greater	Ultimate
Number Appearing:	1	1	1
Armor Class:	0	−10	−20
Hit Dice:	15********	30********	45********
Hit Points:	100	250	1,000
Move:	60'(20')	60'(20')	60'(20')
Flying:	150'(50')	150'(50')	150'(50)
Attacks:	2	3	4
Damage:	2-12 or special	3-18 or special	4-24 or special
Save As:	MU 36	MU 36	MU 36
Anti-Magic:	50%	60%	90%
Morale:	12	12	12
Treasure Type:	n/a	n/a	n/a
Alignment:	Varies	Varies	Varies
THAC0:	5	5	5
Experience:	8,950	38,750	72,500

Special Attacks and Powers:

Anti-Magic (See *Master Set, Master DM's Book*, page 2)

Aura Attack All victims within 60' must make saving throw vs. Spells, receiving no bonuses from equipment, spell effects, or ability scores; if saving throw fails, victim is Awed. Immortal can then decide whether victim feels *terror* (treat as a *fear* spell of 3 turns duration) or *charm* (treat as a *charm* spell of 2x normal duration)

Communication The Immortal can speak with any living creature and with nonliving things related to his own Sphere

Magic Use The Immortal can use any cleric, druid, or magic-user spell at a caster level of 2x his HD; he can vary spell duration as he pleases; he does not forget magic-user spells as he uses them

Regenerates The Immortal regenerates 1 hp per day

Special Defense The Immortal can only be hit by a +5 or greater enchanted weapon, or by an artifact; when damaged, he takes only the minimum damage possible, i.e. if damage is 2d6+3, the immortal takes 5 points of damage

Special Defense The Immortal is immune to all mortal magic spells

Travel Powers The Immortal has the power to *fly* at will, *teleport* without error once per hour, and travel ethereally and astrally one time each per day

Incorporeal Form

The Immortal's third form is his Incorporeal form. This form is really just a projection of his mind from his native Sphere to the mortal world; it usually appears as a glowing, insubstantial figure, or can take the form of any sort of dream projected straight into a mortal's mind.

The appearance of an Incorporeal form on the mortal world does not alert watchdog Immortals. Therefore, an Immortal can freely communicate with his minions without alerting other Immortals to his activities.

Mortal magic has absolutely no effect on the Incorporeal form. No number of spells cast on the Incorporeal form will hurt the Immortal. On the other hand, the Incorporeal form cannot cast any spells against mortals.

The Incorporeal form can change into the Manifestation form after a transformation time of ten rounds.

Combatting Immortals

Immortals do not exist in the D&D® game for player characters to fight or kill. They're supposed to be powerful forces which confound, influence, and aid player characters . . . not "monsters" to be attacked and killed, their homes looted for treasure.

However, it could happen that the PCs will find themselves fighting Immortals. Should this happen, here are some basic guidelines.

Mortal Form

If an Immortal's mortal form is killed on the mortal plane, the Immortal is banished to his own Sphere for 1d20 days. He may only reappear on the mortal world in his Incorporeal form during this period of banishment.

Manifestation Form

If the Immortal's Manifestation form is killed on the mortal plane, his spirit returns to his home Sphere and forms a new Manifestation form in a number of days equal to his Immortal hit points. During this time, he may only reappear on the mortal world in his Incorporeal form.

Immortals on their own plane are automatically in their Manifestation form. If this form is killed on the Immortal's own plane, the Immortal is forever dead. However, not even the stupidest or most violent of Immortals would stand around soaking up all the damage which PCs had to offer them; they can always use *teleport* abilities to get to a safer haven and send their minions after any PCs crazy enough to attack them.

Incorporeal Form

The Incorporeal form *cannot* be killed or harmed in any way.

Individual Immortals

This listing of Immortals is not an invitation for the DM to rain godlike beings down on his world and overwhelm the PCs with their sheer numbers. It's here to be a reference work: Clerics can choose

the Immortals they honor from the listing below, and the DM can get a good idea of how each Immortal affects the Hollow World setting from reading their descriptions.

These listings make extensive references to events mentioned in the History chapter, so you had best read that chapter before continuing here. If you have other *Gazetteer* products, you may gain more information from the following writeups if you are familiar with their history sections as well, but this isn't required.

Alphaks
(The Roaring Demon)

Sphere and Alignment: Entropy (Death); Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Chaotic. Clerics must be Chaotic.

History: Once upon a time and a universe away, Alphaks I was a mortal, the ruler of the old Alphatian kingdom. This was more than 2,000 years ago and on a faraway world, the world where the Alphatians originated. At the time, a dispute between sects of magicians called the Followers of Flame and the Followers of Air divided the Alphatian empire. Alphaks unwisely stepped in and claimed the right to settle the dispute, and settled it in favor of his followers, the flame magicians. This led to a popular revolt in his kingdom and, eventually, to the literal destruction of the Alphatian homeworld (see adventures *M1* and *M2*, and the **Dawn of the Emperors** boxed set). Banished by his followers, and presumed dead, Alphaks set out on the path of Immortality for the Sphere of Entropy. After a long time, he attained it; and after a much longer time, he tracked down the descendants of the Alphatians to the Known World, about 200 years ago. Since then, he has spread his philosophy of evil. His special goal is the destruction of the Alphatian empire, and he finds most of his followers among others who hate the Alphatians.

Personality: Alphaks is intelligent and cultured, but hideously spoiled and prone to tantrums and rages. Unlike his personal patron, Thanatos, Alphaks is not particularly subtle; he likes to corrupt mortals and persuades them to perform acts of sudden violence, sabotage, and murder.

Allies: Alphaks has no regular Immortal allies. Thanatos was the Immortal who helped him achieve immortality, but they seldom cooperate on their grandiose, destructive plans.

Enemies: Just about every sentient creature in the multiverse is the enemy of Alphaks (or any Entropic Immortal, for that matter). His special Immortal enemies include Alphatia, Ka, Koryis, Palartarkan, and Razud.

Appearance: Alphaks most commonly manifests himself as a huge, horned demon—12' tall, with sharp 1' horns protruding from either side of his forehead, and huge leather batwings rising from his back. He carries a sword in his right hand and a whip in his left.

Symbol: A skull with demon horns against a background of fire shaped like a phoenix.

DMing Notes: Alphaks is the special enemy of the empire of Alphatia. Just about any great plot involving huge magical energies directed against Alphatia can correctly be assumed to originate with Alphaks. In the Hollow World, Alphaks hopes to twist powerful nations and individuals to his will and to transport them to the continent of Alphatia to bring ruin on the Alphatians.

Alphatia

Sphere and Alignment: Energy; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics may be Lawful or Neutral.

History: In life, Alphatia was Aasla, a common Alphatian woman born on the far-away homeworld of the Alphatians. After the Alphatians made Landfall on the Known World about 2,000 years ago, Aasla led followers to a virgin area and built herself a city, named Aasla; she did this to get away from the Alphatian emperor, who was a racist member of the "pure" white-skinned Alphatian race. Soon afterwards, she undertook the path of the Paragon. Within 200 years, she had settled and transformed her land into a model of civilization and beauty, had created her magic item (the *Shield of Alphatia*, a defensive artifact which will keep all damage from the wielder but will not permit the wielder to damage others), and had successfully accomplished her tests. So Aasla disappeared, and the Immortal Alphatia appeared, patroness of the Alphatian peoples, common and pure-strain alike. She has followers on Alphatia, Bellissaria, Norwold and the Isle of Dawn; her worship has not spread much beyond the boundaries of the Alphatian Empire.

Personality: Alphatia, far from being a personification of the spirit of the Alphatian people, is not at all interested in conquest or intrigue. She helps defend Alphatia from the invasions of foreign mortals and the plans of enemy Immortals (such as Alphaks), but she does not help the Alphatians in their wars and plots of foreign conquest. Hers is a policy of pacifism, a doctrine of "Leave people alone and devote yourself to study of the magical arts."

Allies: Alphatia's Immortal allies include Koryis and Palartarkan.

Enemies: Alphatia's sole Immortal enemy is Alphaks.

Appearance: Alphatia appears as a common (copper-skinned) Alphatian woman, young and beautiful, but wearing very poor-quality robes; she goes barefoot and wears no jewelry.

Symbol: A glowing shield with paints dabbed on it like an artist's palette.

DMing Notes: Alphatia is the sort of kindly, nonviolent Immortal favored by pacifist-Lawful clerics. In the Hollow World, she is mostly interested in thwarting Alphaks' plans and will subtly enlist the aid of PCs to bring this about. She is a patron of the Gentle Folk elves.

Asterius

Sphere and Alignment: Thought; Neutral.
Manifestation Power: Average.
Worshippers' Alignment: All. Clerics may be of any alignment; if they are clerics of his aspect as the Immortal Patron of Thievery, they must be Chaotic or Neutral.

History: Asterius was a man of the Blackmoor civilization, one who ignored his culture's fascination with technology and explored the ways of magic. In his secular life, in his youth, he'd been a fence for stolen goods, and all his life maintained strong friendships in the thieves' underworld. Later, he became a respectable merchant and became fascinated with the ways of commerce. These interests stayed with him as he embarked on the Path of the Epic Hero.

During his Trial, Asterius found and destroyed an artifact of Thanatos that would have brought about the destruction of Blackmoor even earlier, and so he has earned the eternal enmity of that Immortal. After achieving Immortality, Asterius has looked with the most kindness upon merchants and thieves (whom he considers two of a kind), and they pray to him.

Personality: Asterius, in life, was a cheerful, merry man with a dangerous edge under the surface, and these traits have stayed with him. He is usually kindly and positive in his dealings with mortals; when insulted or opposed, he turns nasty.

Allies: If Asterius has friends among the Immortals, they are Ixion (Ixion and Asterius are as different as sun and moon, but have befriended one another nonetheless) and Korotiku (Korotiku and Asterius have an appreciation of one another's keen intelligence and cleverness).

Enemies: Thanatos is Asterius' primary enemy.

Appearance: Asterius appears as a middle-aged, black-haired, corpulent man in ancient robes; he is usually wearing a smile which does not quite reach his eyes.

Symbol: The Moon.

DMing Notes: In the Hollow World, Asterius works to introduce trade between nations and tribes which do not yet enjoy this blessing, and to introduce thieves into cultures which do not have them. He has been more successful in the first task; the *Spell of Preservation* hampers him in the second task. He will look kindly on PCs who help trade-caravans cross dangerous territories; he may harass PCs who sack caravans and keep them from reaching their destinations.

Atzanteotl

Sphere and Alignment: Entropy; Neutral.
Manifestation Power: Greater.
Worshippers' Alignment: Neutral and Chaotic. His clerics all are Neutral.

History: Atzanteotl, born with the name Atziann, was an elf clan-lord living in Glantri some 3,700 years ago. At that time, some of his fellow elves found and accidentally triggered a dangerous Blackmoor device left in the Broken Lands. The resulting cataclysm drove the surviving Glantrian elves underground. Atziann and his clan travelled the labyrinth of caves under Glantri for dozens of years, years during which all his clan-members perished. These experiences made him very dark, fatalistic, and bitter.

After these years of wandering lost below the earth, Atziann emerged once again into sunlight . . . but it was the wrong sun. He found an exit into the Hollow World, in the lands of the Azcan Empire. With his magical abilities, he was able to conceal himself from their eyes and hide among the Azcans until he learned their language and culture. He gained quite an appreciation for the lethal, uncompromising Azcans, for their culture and architecture and sense of style, before continuing on with his wanderings.

By now committed to doctrines of evil and pain, Atziann took the Path of Immortality of the Sphere of Entropy and, within a couple of hundred years, his unrelenting evil had earned him that reward (such as it is). Now, he decided, it was time to return his attention to his original people (who were now called the Shadow Elves) and see what he could do to shape them into a race more to his liking.

Under the name Atzanteotl, a name in the Azcan style, he began to turn the minds of shadow-elf clerics and Azcan clerics to his own twisted evils. He supplied great power and wisdom to these clerics, and in both cultures they eventually took charge. Certain Shadow Elves, especially the Schattenalfen clan, began construction of a city, Aengmor, built along Azcan lines and dedicated to the glory of Atzanteotl. The Azcans, both those in the Hollow World and those on the outer world, increasingly turned away from the worship of Otzitiotl (Ixion) and Kalaktatla (Ka the Preserver) and to that of Atzanteotl; they introduced sacrifices into their way of life.

Since those days, Atzanteotl has driven his Schattenalfen farther underground, repopulated their city Aengmor with orcs (see GAZ 10, *The Orcs of Thar*, for details), and has continued to make his followers more populous and powerful. He has inspired all Shadow Elves with a hatred and envy of Alfheim, made them covet Alfheim for their own homeland.

Personality: Atzanteotl is fascinated by the process of corruption; he enjoys nothing so much as seeing good sentient beings turn to evil. Once

they are turned to evil, he loses most of his interest in them. He has built up three cultures (humanoids of the Broken Lands, Schattenalfen, and Azcans) dedicated to his evil glory, and his only plan is to continue in the same vein until every sentient thing is corrupt and evil and chanting his praises. His ultimate goal is the destruction of all life on the outer world, especially the elves of Alfheim.

Allies: Atzanteotl has no allies.

Enemies: Atzanteotl's greatest enemies are Ilsundal (who detests his corruption of elves), Ixion and Ka the Preserver (who oppose his effects on the Azcans), Karaash (who resents his interference with the humanoid races), Rafiel (from whom he "stole" the worship of many Shadow Elves) and Halav (an enemy of the patrons of the humanoids). All the other Immortal patrons of the humanoid races, such as Bartziluth, can be counted as his secondary enemies.

Appearance: In mortal form, Atzanteotl takes the appearance of either an elven hero or a dark orc. His Immortal/demonic shape is that of a jet-black feathered serpent with the beautiful, solemn face of an elf—a face which occasionally twists with rage.

Symbol: The silhouette of a feathered serpent.

DMing Notes: Atzanteotl is one of the movers and shakers of the Hollow World. He opposes the *Spell of Preservation* and the four Immortal sponsors of the Hollow World at every turn. He works to expand the borders of Azcan and Schattenalf territory, though he allows these two empires to fight one another to amuse him. Though he knows the *Spell of Preservation* will not allow him to wipe cultures out utterly, he makes sure that his Azcans and Schattenalfen enslave and dilute all other cultures they encounter.



Bagni Gullymaw

Sphere and Alignment: Entropy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Chaotic; clerics (shamans) must be Chaotic.

History: In life, Bagni was a troll. He was the first (and perhaps only) troll ever to reach Immortality in the Sphere of Entropy; he did it by living a lifetime of destruction and pain, by killing and eating more good beings than any humanoid before him. Trolls, not being very smart creatures, have forgotten Bagni, but he is worshipped by many other humanoids. He is largely unknown among humans and demihumans.

Personality: Bagni is smarter than most trolls (else he never would have found the path to Immortality), but that doesn't make him clever. He is stupid, gross, and hungry—the ultimate troll.

Allies: Bagni has no allies.

Enemies: Bagni's chief personal enemy is Halav, who opposes all Immortal patrons of humanoid races.

Appearance: Bagni appears as a gigantic troll with especially deep-green skin and hair like drippy algae; his fangs and claws are oversized. This form is the ultimate expression of trolldom.

Symbol: Bagni's symbol is a pair of teeth (canines) dripping with blood.

DMing Notes: Bagni arranges for deep cave-dwelling trolls to find their way to the Hollow World and begin eating the plentiful two-legged foodstuffs there. Trolls don't thrive in the Hollow World (they don't like the fact that it's always daylight), and often they don't reproduce, so Bagni has to supply new trolls continually and to modify them magically in hopes of creating a strain that will prosper there. Fortunately, he isn't smart enough to be very efficient at this; after hundreds of years, he still hasn't created the perfect Hollow World troll race.

Bartziluth
(Hruggek)

Sphere and Alignment: Energy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Neutral and Chaotic; clerics (shamans) must be Chaotic.

History: Hruggek was a Broken-Lands bugbear, a wild fighter famous for smashing the heads of his enemies with his huge spiked mace. How he achieved Immortality in the Sphere of Energy is a mystery; he must have been extensively helped by

his Immortal patron. But achieve it he did, and since then has been the patron of bugbears everywhere.

Personality: Bartziluth is a patron of warfare—foremost of bugbears and their wars, but he is an admirer of well-fought fights everywhere. He especially likes berserk, unrestrained fighters.

Allies: Bartziluth has no personal allies.

Enemies: Bartziluth considers himself the enemy of Atzanteotl, and is enraged by that Immortal's refusal to take him seriously. Halav, the Immortal enemy of all patrons of humanoids, considers Bartziluth his enemy.

Appearance: Bartziluth appears as a huge bugbear wearing shining leather armor (as though made from a golden fleece) and wielding his famous mace. His face is as savage as other bugbears', but his eyes are crafty and very intelligent.

Symbol: A huge, spiked mace.

DMing Notes: In the Hollow World, Bartziluth acts as a minor irritant to Atzanteotl. PCs who oppose Atzanteotl's plans may find themselves unexpectedly aided by the bugbear Immortal—a semi-berserk fighter is most likely to receive this Immortal's blessing.

Calitha Starbrow

Sphere and Alignment: Time; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be neutral.

History: In the ancient elvish homeland of Evergrun, Calitha was one of the first generation of elves. She was fascinated with the sea, with its ebb and flow, with its relationship to behavior and time, and when she decided to quest for immortality, she took the Path of the Dynast for the Sphere of Time. As an aspirant to Immortality in that Sphere, she travelled through time on three occasions to help her descendants, in her case the water-elves who settled Minrothad and others like them, to retain their kingdoms.

Personality: Calitha's primary interest is the sea. The philosophy she created and sponsors is called "elendaen", which is elvish for "the ocean path." This philosophy expresses the belief that the ocean is the cradle of all life; it encourages her followers to act as stewards of the seas, using them wisely and not exploiting them.

Allies: Calitha is a friend and follower of the Immortal Ordana.

Enemies: Calitha does not get along with Protius, the more elemental lord of the seas, because he is a wild thing who appears unconcerned with the careful preservation of the seas and sea-life.

Appearance: Calitha appears as an elvish maiden with lustrous, mother-of-pearl skin, wearing garments of sea-plants and sea-shells, and with a glittering diamond star worn in the center of her forehead.

Symbol: A giant pearl lying in nacre.

DMing Notes: In the Hollow World, Calitha is the patron of undersea sentients and the dwellers in sunken lands. She has become aware that there are Entropic forces malevolently interested in the undersea realms, and may prompt PCs to investigate these things for her.

Diulanna
(Patroness of Will)

Sphere and Alignment: Sphere of Thought; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: Diulanna was a woman of the ancient Neathar tribes that eventually became the Hinterlander peoples of the southern continent. Though in her tribe women were chattel, she defied tribal customs and became an independent huntress and warrior. Her defiance and strong will earned the admiration of the Immortal Korotiku, and Korotiku sponsored her on the Path of the Epic Hero. Through ability and sheer determination, she achieved Immortality in the Sphere of Thought in less time than any other human before her. Since that time, she has acted as the special patron of the descendants of her people, the Hinterlanders, though she does not confine her blessings to those peoples.

Personality: Diulanna is a determined being; her determination and drive are her primary characteristics. She is called the Patroness of Will because she favors the warrior or hero who throws himself against impossible odds because he believes in what he is doing; she often intervenes indirectly for such heroes.

Allies: Diulanna is an ally of Korotiku and Tarastia.

Enemies: Diulanna's chief antagonist is Rathanos, who believes she should cease all her agitating, lay down her weapons, and submit to the will of male Immortals. Diulanna will also oppose any Immortal and any plan that threatens the tribes and nations she favors.

Appearance: Diulanna appears as a young redheaded woman clad in tunic, loincloth, buskins and headband of lion-skin, carrying a stone-tipped spear. When appearing to mortals, she always wears a serious, severe expression.

Symbol: A spear thrust through a boulder.

DMing Notes: In the Hollow World, Diulanna is the patroness of many Neathar clans, and will often intervene to help strong-willed, independent Neathar women who adventure on their own or with heroes from outside their tribes.

Eiryndul

Sphere and Alignment: Energy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics may be

of any alignment, but Chaotics and Neutrals are more common than Lawfuls.

History: Eiryndul was an Elven warrior in the Sylvan Realm when Ilsundal was king there. He wasn't much of a warrior; his fighting abilities were negligible. He was a clever thinker, and an accomplished magic-user. A near-outcast among his own people, he was a friend of the forest folk such as centaurs and dryads. His anger at the treatment he received from his own people led him to study magic intensely so that he could figure out how to avenge himself; this led him to find and undertake the Path of the Paragon. In his quest for Immortality, he found wisdom and abandoned his plan for revenge, though he was still no friend of Ilsundal's people or the kind of boring, pacifistic philosophy that Ilsundal promoted.

Once he achieved Immortality, Eiryndul decided to create his own elven nation, one more to his liking. When the elf-king Mealiden Starwatcher led the expeditions away from the Sylvan Realm, about BC 800, Eiryndul lured one large clan, the Shiye, away from Mealiden and persuaded them to settle in the deep, dark forests of central Alphatia. He gradually influenced them to become more secretive, more mischievous, more dangerous and independent than he perceives the Alfheim elves to be.

He has also acted as the friend of the forest races, with whom he feels a special kinship.

Personality: Eiryndul is a prankster. He occupies himself playing tricks on Immortals and mortals alike. These pranks are inventive and sometimes malicious, but not dangerous or lethal. A mortal who withstands his mischievous attention for several pranks without becoming abusive or breaking under the strain will earn Eiryndul's respect and may receive a favor from him at some later date.

Allies: Eiryndul's Immortal allies include Faunus, who is also a patron of the forest races, Korotiku, with whom he has a friendly rivalry in the spirit of determining which of them is cleverer, and Zirchev, a protector of the forest races.

Enemies: Eiryndul has a not-so-friendly rivalry—in fact, it's quite a bitter and malicious one—with Loki, the Northern Reaches Immortal who is also a patron of mischief and troublemaking. Eiryndul has developed an understandable passion for Valerias, but she has spurned his attentions; he has vowed either to win her affections or to punish her for her rejection.

Appearance: Eiryndul appears as a short, sly-looking elf dressed in the most modern kingly styles and wearing a well-crafted golden crown embossed with pictures of forest folk (especially fauns and dryads) frolicking.

Symbol: A white, smiling set of teeth, like all that the Cheshire cat leaves behind, against a black background.

DMing Notes: In the Hollow World, Eiryndul is one of the special patrons of the centaurs, dryads, fauns, imps, and other forest-dwellers. Since races like the Schattenalfen and the Azcans capture and kill the forest folk, Eiryndul opposes them, and will often prompt adventurers to help his chosen folk against those empires.

Faunus
(Inuus; Lupercus)

Sphere and Alignment: Matter; Chaotic.
Manifestation Power: Average.
Worshippers' Alignment: All. Clerics must be Neutral or Chaotic.

History: Faunus is an ancient being; not even he knows quite how old he is or how he came into existence. He believes that he may have been a goatlike being changed by magic to have intelligence. Though his primary interests were eating, drinking, song and poetry, the careful tending of flocks, and pleasures of the flesh, he was very long-lived and eventually stumbled on the path to immortality, achieving it in the Sphere of Matter. His descendants are the fauns (also called satyrs and sileni).

Personality: Faunus is a self-centered being who doesn't really have a malicious bone in his immortal body. He is interested only in self-gratification and the protection of the forest races and herd-beasts such as goats and sheep. He very seldom interacts with mortals.

Allies: Faunus has only two friends among the Immortals listed here: Eiryndul and Zirchev, other patrons of the forest races.

Enemies: Faunus has no enemies among the Immortals.

Appearance: Faunus appears as a silenus (an ancient faun): Bipedal like a human, his hindquarters are those of a goat (or sometimes a horse, complete with tail). He sometimes appears young and handsome; at other times, he takes on the guise of a fat, bloodshot, drunken silenus.

Symbol: A drinking-horn with ram's horns.

DMing Notes: In the Hollow World, Faunus is a normally harmless being who seldom interacts with mortals. Like Eiryndul, he will prompt mortals to help the forest beings. Unlike Eiryndul, he is sometimes found among those forest beings during drinking binges; a mortal party who stumbles across one of these scenes can count on the normally-peaceful Faunus to turn frightening and order the forest beings to scare the mortal men out of his forests.

Frey and Freyja
(Fredar and Fredara)

Sphere and Alignment: Thought; Lawful.
Manifestation Power: Average.
Worshippers' Alignment: Any. Clerics must be Neutral or Lawful.

History: Frey and Freyja were brother and sister, members of the Antalians, ancient tribes which

eventually became the men of the Northern Reaches. Not so warlike as their fellows, they were still accomplished warriors . . . but they believed that all fighting should have a noble purpose, and not be undertaken merely to fill chests with gold or conquer new lands or get some exercise. Together, they undertook the path of the Epic Hero, sponsored by Odin himself, and together they won Immortality. Since then, as patron-Immortals of the Northern Reaches, they have become the most popular Immortals among the "common men," being worshipped much more by thralls and freemen than by the war-minded nobility. They tend to interact only with the other Immortals of the Northern Reaches, Thor and Odin, serving the latter as his court. Frey is Odin's wise warrior-counselor, while Freyja flies out in the great world looking for warriors whom Odin might wish to sponsor to Immortality, and for the spirits of fallen heroes whom Odin might want to reincarnate to do good in the world.

Personality: Frey and Freyja are cool, collected warriors. They do not lose themselves to the fury of battle; they are thoughtful and professional. They sometimes aid Northern Reaches warriors who pick their fights carefully and for noble reasons.

Allies: Their allies include Thor and Odin.

Enemies: Their chief enemy is the trickster Loki, who plots against all the other Northern Reaches patron-Immortals.

Appearance: Frey and Freyja appear as two young, blond, handsome Northern Reaches warriors in armor typical of that area. They are lean rather than heavily-muscled. They look like the brother and sister they are. Freyja wears a considerable quantity of jewelry.

Symbol: Frey's symbols are a golden boar, and a crossed sceptre and sickle; he actually has a giant, huge-tusked golden boar which draws his chariot through the air. Freyja's symbol is a pegasus; the winged horse is her favorite mount.

DMing Notes: In the Hollow World, Frey and Freyja are patrons and friends of the Antalians, the Kogolor dwarves, and the Icevale elves; there, they are known as Fredar and Fredara.

Garal Glitterlode

Sphere and Alignment: Matter; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: All. Clerics may be of any alignment.

History: In life, Garal was a dwarf; he grew up and achieved immortality in the years before Blackmoor blew up. He sought, and found, Immortality in the Sphere of Matter, as a protege of Kagyar the Artisan. Around the year BC 2,900, he decided to make his own mark on the world by creating a new race. He made them similar to his own people, the dwarves, but smaller and more adaptable to terrains other than mountains; they would thrive as easily among forests and other



terrains as among the dwarven mountains.

Garal planted colonies of his gnomes in the mountainous regions of the northern continent, and, though they suffered occasional setbacks when encountering the more savage humanoids, they thrived, and have continued to do so.

Personality: Garal is a creative, artistic individual—which is what prompted Kagyar to sponsor him to Immortality in the first place. He admires artists and artisans and is particularly fond of the dwarves and gnomes.

Allies: Garal is a friend of Kagyar, but can no longer be considered a follower of that Immortal.

Enemies: Garal's only true enemy is Ranivorus, the Immortal patron of the gnolls. Gnolls and gnomes do not get along, and Ranivorus and Garal are likewise enemies.

Appearance: Garal appears as a short, dumpy, merry, crafty being, built similarly to a dwarf, with features more like those of a gnome. Unlike modern-day dwarves, he dresses in colorful, bright clothes.

Symbol: A glittering, faceted crystal.

DMing Notes: In the Hollow World, Garal is a patron of the Kogolor dwarves, who are most like the dwarven race which spawned him. He plots and plans against the activities of Ranivorus and will often prompt PC heroes to oppose the actions of gnolls and other enemies of the dwarves in the Hollow World. However, beyond that, he is not a very active player in the Hollow World.

Halav

(Red-Hair; Patron of Warfare; Patron of Weapon-making)

Sphere and Alignment: Thought; Lawful.
Manifestation Power: Average.
Worshippers' Alignment: Any. Clerics must be Lawful.

History: Halav was a great hero of the Traldar people, a Bronze Age society living in what is now Karameikos. The Traldar were then in awe of the wiser humanoid Hutaaka race (see the *Atlas* chapter for more on the Traldar and Hutaaka), and had learned quite a lot about metalworking and craftsmanship from them. At this time, about BC 1,000, a massive gnollish invasion moved into Traldar territories; the gnolls set about systematically destroying the Traldar communities. The Hutaaka retreated to their hidden valley in the north, and the Traldar were left to defend themselves.

Halav took the chieftainship of his village of Lavv from a less resolute king and organized a massive, Traldar-wide defense against the gnolls. With the help of his confidants Petra and Zirchev (see separate entries for them in this chapter), he kept the Traldar from being obliterated and turned the fight back on the gnolls. In the deciding battle of the war, Halav led his forces against the gnoll-king and overran the gnoll-king's encampment, killing that humanoid leader. Halav was also killed in the fight, but his friend Petra *raised* him back to life.

Now that the surviving gnolls were in full retreat, Halav, Petra and Zirchev decided that they could best serve their people by seeking the wisdom of the Immortals. Each embarked on a path to Immortality, with Halav choosing the Path of the Epic Hero, and achieving Immortality in the Sphere of Thought.

While this was happening, during the final days of the war, Ka the Preserver saw that the Traldar civilization was in imminent danger of extinction and magically transferred a few Traldar villages to the Hollow World (*as you saw at the beginning of* the *History* chapter).

Halav the Immortal became a patron and protector of the much-reduced Traldar race on the outer world, of the thriving Traldar culture in the Hollow World, and of the new Milenian empire rising on the southern continent (see the description of the Milenians in the *Atlas* chapter).

Personality: Halav was a thinking man's warrior, a master planner, a wise king and adjudicator. As an Immortal, he is still wise and far-thinking. He is a patron of human warrior-races; he is indifferent to demihumans and forest races, and is a sworn enemy of the warlike humanoid races (gnolls especially, but also orcs, trolls, goblins, ogres, etc.).

Allies: Halav's closest allies are Petra and Zirchev; they form a close-knit triad and interact mostly with one another. Halav and Petra are betrothed.

Enemies: Halav counts among his enemies almost all the humanoid patrons: Atzanteotl, Bagni Gullymaw, Bartziluth, Jammudaru, Ranivorus, The Shining One, Wogar, and Yagrai. He is not an enemy of Karaash, who is a very "professional" warleader and not a savage like the rest, or of Pflarr, the patron of the Hutaaka race. He is often in conflict with Vanya, who dislikes the Milenian culture.

Appearance: Halav appears as a tall, well-formed, red-headed warrior, wearing ancient bronze armor, carrying an ancient-style bronze short sword, and wearing a simple golden crown.

Symbol: A sword laid upon an anvil.

DMing Notes: The human legends of Halav differ somewhat from his true history. The legends say that: Halav was a maker of stone knives (that the Traldar did not know metals then); that the Immortals taught him to forge weapons and armor of bronze, and taught him the arts of the sword and of the strategy of warfare. In the legend, Halav, Petra and Zirchev told the people of Lavv what the Immortals had taught them, and were laughed at; Halav killed their king and assumed his crown. Years later, the beast-men attacked the Traldar. In the final stages of the war, King Halav fought the king of the beast-men on a hilltop; the fight went on half a day, and the two kings killed one another. The Beast-Men (which is how the gnolls are remembered) left the Traldar lands, and Halav was taken up to become an Immortal.

In the Hollow World, Halav is a patron of the Traldar and Milenian races, and an enemy of the humanoid races; he often passes information about the activities of the humanoids to their enemies, so that their enemies may better fight the humanoids.

Hel

Sphere and Alignment: Entropy; Neutral.
Manifestation Power: Greater.
Worshippers' Alignment: Neutral and Chaotic. Clerics may be Neutral or Chaotic.

History: Hel is an ancient Immortal of the Sphere of Death. She is as old as the oldest Immortals, and, like her ally/counterpart Thanatos, may never have been a mortal being. Hel is the patron of Death, and her worship, which is mostly confined to the Northern Reaches on the outer world, is considered evil by almost all non-worshippers.

Personality: Hel is fascinated with the prospect of capturing the spirits of the dead and reincarnating the especially-evil ones so that they will bring more pain and suffering upon the living. It was Hel who brought about the creation of the Beast-men who were the ancestors of the orcs, the goblins, etc. She looks on this as a very efficient investment of her time and effort; by creating this

race more than 5,000 years ago, and by subtly leading them to the Broken Lands where they might prosper, she has caused an incredible amount of death and suffering in the world without having to spend energy continually. She no longer directs any attention to the humanoids; they are an avalanche which she has set in motion and no longer has to tend. Most of Hel's interest is in causing trouble through reincarnation of evil souls; she tends to plant them in newborn children who will grow up to positions of power and influence (such as young princes and princesses).

Allies: Hel has no allies. She and Thanatos have a grudging respect for one another, but neither interferes with or helps with the other's plots. She likes Loki and watches his plots with great amusement.

Enemies: Hel's chief enemies are Odin, chief Immortal of the Northern Reaches civilizations, and Ka the Preserver, the chief architect of the Hollow World, for reasons discussed in those Immortals' entries.

Appearance: Hel appears clad in jet-black clothing; one half of her face is that of a beautiful woman, while the other half of her face is blank and featureless. She is usually seen seated on a dark throne.

Symbol: A dark stone throne with human skulls at the corners of the back.

DMing Notes: In the Hollow World, Hel causes trouble just as she does on the outer world. When heroes encounter a truly twisted, evil hereditary ruler or high priest, you can be sure that Hel has led that villain to where he is today.



Ilsundal
(The Wise One)

Sphere and Alignment: Energy; Lawful.
Manifestation Power: Greater.
Worshippers' Alignment: *All*. Clerics must be Lawful.

History: Ilsundal was one of the very first generation of elves, born in the land of Evergrun. After Evergrun was overrun by ice and destroyed in the cataclysmic aftermath of the Great Rain of Fire, Ilsundal led many elves away from the southern continent, leading them to a new homeland and back to their traditions of nature-magic. After reaching and settling a new land, the Sylvan Realm, he undertook the Path of the Paragon. One of his tests as a candidate for Immortality was the creation of the *tree of life*, the woods-spirit which helps sustain the elves. He became an Immortal around the year BC 1,800, and has since then been a patron of all elves in the world.

Personality: Ilsundal is a kindly, wise elf, peaceful and philosophical. He can be stern and iron-willed when motivating his charges to survive and prosper.

Allies: Ilsundal's chief ally is Mealiden, his protege who also achieved immortality. Ilsundal is close to but not a collaborator with the other elf-Immortals Calitha Starbrow and Ordana.

Enemies: Ilsundal's greatest enemy is Atzanteotl, the rogue elf-turned-Immortal who has corrupted the Schattenalfen and the Azcans.

Appearance: Ilsundal appears as an aged, wise-eyed elf; his garments and hair color vary from appearance to appearance, for he does not want to suggest that he is the special patron of any specific sub-race of elves.

Symbol: A silhouette of the oaken *tree of life*.

DMing Notes: In the Hollow World, Ilsundal ponders the plots of Atzanteotl and opposes them; he'll often subtly direct great heroes, both elven and others, to oppose Atzanteotl's activities.

Ixion
(Otzitiotl; The Sun-Prince)

Sphere and Alignment: Energy; Neutral.
Manifestation Power: Ultimate.
Worshippers' Alignment: All. Clerics may be of any alignment.

History: Ixion is one of the oldest known Immortals, and, like beings such as Hel and Thanatos, may never have been a mortal being. He is a powerful Immortal, the embodiment of the Sun in all its glory, and has been worshipped since the most ancient times.

Legends say of Ixion that his union with Nephele, a female embodiment of the element of air, resulted in the birth of Centaurus, the father of the entire centaur race. For this reason, Ixion is particularly venerated by the forest races, especially the centaurs.

Because of Ixion's age, wisdom, and power, Ka the Preserver enlisted his aid in the formation of the Hollow World. Ixion's main task was the creation of a central sun for the world; he created one by opening a permanent gate to the Sphere of Energy, a gate which would always emit light and heat into the world.

Ixion is one of the chief Immortals of the Oltecs, and was once likewise worshipped by the Azcans, though most of the Azcans have abandoned his worship.

Personality: Ixion is interested in knowledge for its own sake, in the victory of Energy and the other positive Spheres over the Sphere of Entropy, and in encouraging worshippers to follow him. He doesn't dictate any specific moral or ethical code to his followers, so long as they do not help Entropy and so long as they give Ixion the worship he is due. Because of the chaotic nature of Energy and the fiery nature of the sun he embodies, Ixion has a fiery temper and a passionate nature; he is quickly and easily offended, but is also quick to forgive and reward.

Allies: Ixion's greatest allies among the Immortals include Asterius, Ka, and Valerias. Asterius is his friend, asking nothing of him but companionship; Ka is his comrade in the maintenance of the Hollow World; the passionate Valerias is his mate. Ixion's allies in the maintenance of the Hollow World include Ka, Korotiku, and Ordana.

Enemies: Ixion's chief foe is Atzanteotl, who has stolen much worship of the Azcans away from him.

Appearance: Ixion appears as a member of whatever race he is addressing (if he addresses a group of mostly humans, he will appear as a human). Whatever form he assumes, he has golden hair so bright that it is hard to look at, flaming eye-sockets, and glowing golden skin, and dresses in light robes of bright-glowing golden silk. He carries a flaming sword as his symbol of power, and he travels by means of a giant, flaming chariot wheel.

Symbol: A flaming wheel.

DMing Notes: In the Hollow World, Ixion is best-known as Otzitiotl, which is how the Oltecs and some Azcans worship him. He is also a patron of the sun-loving Tanagoro people.

Jammudaru
(Vaprak; Prince of Nightmares)

Sphere and Alignment: Entropy; Chaotic.
Manifestation Power: Average.
Worshippers' Alignment: Neutral and Chaotic. Clerics (shamans) must be Chaotic.



History: Jammudaru, born an ogre, was turned into a slimy, disgusting humanoid monster by an adventurer's terrible curse. As revenge, he hunted down and captured those who cursed him. He then set out on a terrible campaign of destruction, finding and devouring other heroes and innocents in the same fashion. Eventually his formidable evil came to the attention of Immortals of Entropy, who successfully sponsored him to Immortality in their sphere.

Personality: Jammudaru is the incarnation of pure hatred. He inspires his followers to perform extraordinary acts of violence to avenge offenses made against them. He is an advocate of torture and revenge. Jammudaru likes to plunge innocent mortals into hideous nightmares, hence his nickname "Prince of Nightmares."

Allies: Jammudaru has no Immortal allies.

Enemies: This Immortal's enemies include Halav, the enemy of all humanoid-patron Immortals, Tarastia, and Kagyar. Tarastia, the Immortal of Justice and Revenge, is offended by Jammudaru's promotion of senseless, unjust revenge and so opposes him at every turn, while Kagyar despises Jammudaru for inciting his followers to destroy monuments, architecture, and great works of craftsmanship and art.

Appearance: Jammudaru appears as a huge, bulky, ogrish humanoid whose skin is a caustic green mess like acidic pond-scum; no features

except a vague maw are evident on his face. His voice is clotted and seethes with hate. He takes offense at everything not phrased with the utmost in delicacy and care.

Symbol: A huge cauldron bubbling with green and black fluids.

DMing Notes: Jammudaru has no specific goals in the Hollow World. However, supplicants who believe that someone has wronged them (though they are usually selfish and false accusations) will often pray to him for "justice"; they usually know him under the name Vaprak. Jammudaru will often supply those supplicants with some information crucial to their revenge, and encouraging words which prompt them to take it. He will often demand a service from them afterwards, usually ordering them to attack and destroy clerics of other Immortals, clerics who do not give him his due. When the PC heroes stumble across a scene of horror, where some innocent cleric or shaman has been boiled alive for no apparent motive, it is always some worshipper of Jammudaru who is responsible.

Ka the Preserver
(The Amber Serpent; Kalaktatla)

Sphere and Alignment: Matter; Lawful.
Manifestation Power: Greater.
Worshippers' Alignment: All. Clerics must be Neutral or Lawful.

History: As described in the *History* chapter, Ka was a bipedal, carnivorous, 45'-long reptile in the ancient history of the Known World; he somehow developed intelligence, eventually discovered the Path of the Polymath, and finally became an Immortal of the Sphere of Matter. It was he who conceived of using the Hollow World to preserve endangered races and cultures, he who persuaded the Immortals Ixion, Ordana and Korotiku to help him, and he who has guided the development of the Hollow World throughout all these centuries.

Personality: Ka is a studious and thoughtful creature with a keen appreciation of the diversity of life. He likes to help his followers, and any beings interested in the pursuit of knowledge, along the path he himself took—the path from blind hunger and self-interest to enlightenment and awareness. However, part of him is still reptilian; he thinks things no human, demihuman or humanoid can understand, and if attacked will respond with a carnosaur's savagery.

Allies: Ka, because he is usually willing to help other Immortals with their quests for knowledge, has many allies among the Immortals. They especially include Ixion, Korotiku and Ordana, who have helped him create the Hollow World.

Enemies: Ka has an absolute hatred of all Entropic Immortals; he considers each to be his personal enemy. Alphaks, Atzanteotl, Hel and Thanatos are his particular foes.

Appearance: Ka chooses a variety of forms in which to appear. He often appears as a golden dragon, as a huge *allosaurus*-like reptile with amber skin, or as an amber-colored serpent with feathers and wings. He almost never appears as a humanoid.

Symbol: A feathered, winged, amber-colored serpent.

DMing Notes: Ka is the principal architect of the Hollow World; making it into what it is today was his idea and his effort. He is also the chief patron of the Beastmen (taking on those duties because the Hollow World Beastmen were bereft of Immortal guidance after reaching the Hollow World, for Hel completely abandoned them then), of the Malpheggi lizardmen, and (under the name Kalaktatla) of the Oltecs.

Kagyar
(Ka-gar; The Artisan; Flasheyes)

Sphere and Alignment: Matter; Neutral.
Manifestation Power: Average.
Worshippers' Alignment: Any. Clerics may be of any alignment.

History: Kagyar was, in life, named Ka-gar, a member of the Brute-Men, a Neanderthal-like race that appeared about the same time as the earliest humans. Kagyar was a Brute-Man artist, a cave-painter and carver of icons, who found immortality along the Path of the Polymath. As an



Immortal, he has become a patron of the arts and creativity. As an Immortal of the Sphere of Matter, he shares Ka's concerns for the preservation of things, especially in light of Blackmoor's destruction and its effects on the world.

Kagyar is the "father" of the Rockhome dwarven race. He took examples of the old, Blackmoor-era dwarven race and altered them to make them more resistant to magic (and to the non-magical radiations that accompanied the destruction of Blackmoor), giving them a greater love of safe underground homes and artistic expression in durable media (gold, metalwork, statuary, etc.). He took this action in the hope that if mortals managed to destroy the world with an even greater holocaust, an artistic race would survive.

Personality: Kagyar's interest lies only in the field of the promotion of the arts. He has little concern for the life or death of non-creative mortals, but will often provide inspiration, motivation, and spiritual help to a struggling artist who has great potential. He is a strange, distant Immortal, always thinking about artistic expression and not about what is going on around him, and consequently doesn't interact much with the other Immortals.

Allies: Kagyar's only Immortal ally is Garal Glitterlode, whom he sponsored to Immortality.

Enemies: Kagyar's chief enemy among the Immortals is Jammudaru, who enjoins his followers to destroy blindly; Jammudaru's worshippers routinely destroy art and craftsmanship, which infuriates Kagyar. If Kagyar sees any Immortal enjoining minions to destroy works of art (this includes destroying beautiful architecture by razing cities), he'll plot and conspire against that Immortal.

Appearance: Kagyar appears as a hairy, bearded, gnarled man with deep-set, somewhat beady eyes; he wears plain gray robes and hood, and carries a hammer and chisel as his weapons. It is not obvious from looking at him that he was born to the Brute-Men race, as many tribes of Brute-Men are very similar in appearance to modern men.

Symbol: Hammer and chisel crossed in an "x."

DMing Notes: In the Hollow World, Kagyar *is not* the patron of the Kogolor dwarves; he has nothing to do with them (though he appreciates their artisans as much as he does any other race's). He will normally interact with mortals only for the reason listed above: To persuade them to save endangered art. He *is* the patron, and perhaps the only one, of the Brute-Men species, which now exists only in the Hollow World.

Karaash
(Ilneval)

Sphere and Alignment: Thought; Neutral.
Manifestation Power: Average.
Worshippers' Alignment: Any. Clerics (shamans) must be Chaotic or Neutral.

History: In life, Karaash was an orc-king, the leader of orc hordes which ravaged cities and kingdoms. He was a great hero of the orc people, and a very intelligent orc; these qualities led him to quest for Immortality along the path of the Epic Hero, gaining it in the Sphere of Thought. (Though this might be considered unusual for an orc, it is ample proof that orcs are not all slow thinkers, as the race is usually portrayed.)

Personality: Karaash is the ultimate stern, uncompromising war-leader. He is not given to rages or expressions of emotion of any sort, though in life he was very fond of proving his personal strength in individual combat. He is a strategic planner and greatly enjoys watching his worshippers build mighty empires and great kingdoms based on military conquest.

Allies: Karaash is an independent Immortal and has no specific allies among the Immortals, even among the other patrons of humanoid races. Karaash and Halav Red-Hair have a deep-rooted military respect for one another; they are neither enemies nor allies, but if they found a common goal they would collaborate and probably create a plan of tactical brilliance to achieve their joint objective.

Enemies: Karaash's chief enemy is Atzanteotl, who has offended him by interfering in the lives of the humanoid races. He has a second enemy in Ranivorus, the gnoll-patron, who keeps trying to steal away Karaash's Krugel Horde followers.

Appearance: Karaash appears as a strong orc-king in the prime of his life. He has healthy yellow skin and perfect tusks protruding from his lower jaw; his head and shoulders are thick with black hair. He has exceptionally intelligent eyes and a stern military manner. He dresses in custom-made, spiky, flanged plate mail armor and carries his special sword (below).

Symbol: A huge two-handed greatsword; the lower half of the blade is normal, but the upper half of the blade has an even row of many wicked-looking flanges on both edges.

DMing Notes: Though he is considered a minor Immortal on the outer world, in the Hollow World Karaash is the patron Immortal of the Krugel Horde.

Korotiku
(The Spider; the Trickster)

Sphere and Alignment: Thought; Chaotic.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics may be of any alignment.

History: Korotiku is one of the oldest Immortals, and like beings such as Thanatos he may never have been a mortal being. He is a manifestation of cleverness and trickery, and is a favorite Immortal of clever fighters and thieves. In the outer world, he is best known by the name Korotiku, under which he is worshipped in

the Pearl Islands and Tangor. In many stories told about him tricking the other Immortals, he is called the Spider, but that is just his manifestation; he never was actually a spider.

Because Korotiku is one of the most intelligent Immortals of the Sphere of Thought, Ka the Preserver persuaded him to help in the development of the Hollow World, to contribute details pertaining to the Sphere of Thought.

Personality: Korotiku is a mischievous being, a prankster. His goal in Immortality is to shake up the lives of the complacent, to make the pompous look silly, to shatter illusions, to reward the clever and self-sufficient. These traits are all related to his Sphere: Every time he shatters an illusion, he forces someone to think about his beliefs; every time he makes someone look silly, he forces that individual to reconsider his values; every time he startles the calm, he shocks that person or Immortal out of a non-thinking state. His true goal is to trick or convince every sentient thing to think about everything as much as possible; he simply prefers to manifest his goal through seemingly-random pranks and mischief.

Allies: In the development of the Hollow World, Korotiku's allies are Ixion, Ka the Preserver, and Ordana. His personal friends include the clever Immortals Asterius and Eiryndul.

Enemies: Korotiku, in all the multiverse, most hates the Immortal Loki. Loki is also a patron of mischief, but always for destructive and harmful purposes, and this galls Korotiku. He opposes Loki wherever he perceives that Immortal at work.

Appearance: Korotiku manifests himself as a huge black spider, comically roly-poly, with a black human face.

Symbol: A black spider silhouette.

DMing Notes: Korotiku looks on the Hollow World as his playground even more so than the outer world, because he had a hand in its shaping. Eventually, player characters in the Hollow World will draw his attention, and he will play a series of non-destructive, embarrassing pranks on the most pretentious player character in the party; eventually, he will grow tired of the party, leave behind a medallion with his symbol as a "signature" for the pranks, and turn his attention elsewhere. However, if any of the PCs does some particularly clever thing while Korotiku is observing the party, Korotiku will at some other time reward that character—usually by granting him some crucial information or a particularly talented follower (who will be a minion of Korotiku).

Koryis
(Patron of Peace; Patron of Prosperity)

Sphere and Alignment: Thought; Lawful.
Manifestation Power: Average.
Worshippers' Alignment: Neutral or Lawful. Clerics must be Lawful.



History: In life, Koryis was an Alphatian magic-user, born when the Alphatians lived on their faraway world before it was destroyed by war. He embarked on the Path of the Epic Hero long before the wars that destroyed the Alphatian homeworld; he achieved Immortality and returned "home" only to find it had been destroyed, and followed his people to the Known World. He has a strong following among the merchants of Alphatia, but is not very popular among the wizards of Alphatia, despite his affection for that empire. He has a strong following in the nation of Ochalea.

Personality: Koryis was not a typical Alphatian. He was a pacifist, a firm believer in solving problems, *all* problems, through negotiation and commerce. As such, all his fellow Alphatians found him boring and unrealistic; today, most of his fellow Immortals find him likewise.

Allies: Koryis' only Immortal ally is Alphatia, who shares both his interest in the Alphatians and his preference for peace.

Enemies: Koryis' chief enemy is Alphaks. Koryis knew Alphaks in life and disliked him then; now that Alphaks has returned, Koryis has pledged himself to thwarting Alphaks at every turn. Korotiku has fun poking holes in Koryis' devout pompousness, but Korotiku isn't truly his enemy.

Appearance: Koryis appears as a pure-blood (white-skinned) Alphatian man, hollow-cheeked

and gaunt, wearing simple robes, bearing an expression of long-suffering determination.

Symbol: A hand held palm forward, fingers up, representing a hand-sign of peaceful intent.

DMing Notes: In the Hollow World, Koryis keeps his eye open for Alphaks' recruiting tactics; Koryis hopes to forestall any major invasion of Alphatia by Alphaks' minions from the Hollow World. He is a patron of the Gentle Folk elves.

Loki
(Farbautides, Lokar)

Sphere and Alignment: Entropy; Chaotic.
Manifestation Power: Greater.
Worshippers' Alignment: Chaotics and Neutrals. Clerics must be Chaotic.

History: Loki was a clever trickster and magic-user in one of the Antalian tribes (which eventually became the peoples of the Northern Reaches). A master of fire-magic, he began to quest for Immortality along the path of the Paragon, hoping for Immortality in the Sphere of Energy. But somewhere along his path, he began listening to the smooth, seductive, corrupting words of the Immortal Thanatos. He listened, and he believed, and he eventually switched his allegiance to the Sphere of Entropy, betraying Rathanos, the Immortal who'd sponsored him.

Loki, a master of betrayal, of turning people against one another, swiftly achieved immortality in Entropy. Perhaps the most charming of Entropic Immortals, he does not cooperate with the other Entropics, but occasionally does favors for the Immortals of other Spheres, to lure them into a false sense of security or to persuade them that he might be lured away from his evil Sphere. This is all falsehood; he is having too much fun with his destructive mischief ever to abandon his Sphere.

Personality: Loki is not an ambitious Immortal. He has largely confined his attentions to the mortals (and the Immortals) of the Northern Reaches, preferring to bring dismay and confusion to the descendants of his own tribes. He delights in trickery and pranks, ranging from the harmless to the most malicious sorts. He doesn't actively recruit to his worship, but finds worshippers anyway, in mortals who admire his spirit and freedom. He is the patron of, and consequently most of his followers are, thieves, trouble-makers and social outcasts.

Allies: Loki has no allies. He and Hel get along wonderfully, but do not conspire together. He sometimes convinces other Immortals that he is willing to renounce the Sphere of Entropy, return to a mortal existence, and quest for Immortality in another Sphere, which prompts naive Immortals to help him choose "the correct path"; but he always betrays (or at least humiliates) them and returns to his old ways.

Enemies: Loki's greatest enemies are the other Immortals of the Northern Reaches (Frey, Freyja, Odin, and Thor), whom he is constantly harassing, and Korotiku, who despises the way Loki uses his superior intelligence to bring grief to the world of mortals.

Appearance: Loki appears as a slender, hawk-faced, bright-eyed man of the Northern Reaches. He has red flaming hair and wears the furs and clothing of men of that area; he carries no weapons.

Symbol: A beautiful drinking-goblet containing a bubbling, boiling, foul-looking liquid.

DMing Notes: Loki does not have many worshippers. In the outer world, he is worshipped as Loki by some men of the Northern Reaches, and as Farbautides by some men of Thyatis and the Isle of Dawn. In the Hollow World, there are some evil tribes of Antalians and Neathar who worship him as Lokar.

Mealiden Starwatcher
(The Red Arrow)

Sphere and Alignment: Energy; Lawful.
Manifestation Power: Average.
Worshippers' Alignment: Any. Clerics must be Lawful.

History: Mealiden was an adventuresome elf of the Sylvan Realm. When the Sylvan Realm became surrounded by enemy human cultures and its elves found themselves trapped, Mealiden devoted his efforts to discovering a way for them to escape. Eventually, he discovered the Rainbow Path, a magical mode of travel which enabled him to lead thousands of elves out of the Sylvan Realm and, eventually, to the lands which later became Alfheim. Once that was done, Mealiden embarked on the Path of the Paragon and eventually (BC 250) earned Immortality in the Sphere of Energy. Since then, he has served as Ilsundal's "bodyguard," making sure that Ilsundal remains safe while that Immortal safeguards the elves.

Personality: In life, Mealiden was a swashbuckling adventurer, the sort of archer-elf who leaps from tree to tree and laughs at his earthbound foes. As he undertook the responsibility for saving the elves of the Sylvan Realm, he became somewhat more serious and studious, but he still likes bold, mocking, light-spirited adventurers.

Allies: Mealiden's closest ally is Ilsundal, whom he serves.

Enemies: Mealiden considers Ilsundal's enemies his own enemies, while Ilsundal's enemies consider Mealiden just a lackey to be battered aside; they do not have any personal enmity for Mealiden.

Appearance: Mealiden appears as a young, cocky elf-warrior, clad in forest-green and carrying an elvish longbow; several starlike sparkles flit around his head, moving slowly when he is peaceful and moving quickly when he is agitated.

Symbol: A rainbow with one star above it and one star below.

DMing Notes: Mealiden is Ilsundal's herald, messenger, and right-hand Immortal. He has no personal ambitions, so he will appear only when pursuing Ilsundal's goals in the Hollow World.

Odin
(Wotan; Viuden)

Sphere and Alignment: Thought; Lawful.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: Odin is one of the great old Immortals, those who existed before the first humans, demihumans or humanoids. He came to be in the Sphere of Thought, and has spent much of his immortal existence travelling the multiverse, observing sentient races and learning how they thought.

In the Known World, Odin found his most ardent worshippers among many tribes of the Neathar race. He has been worshipped by them across the generations and under a variety of names. Today, his worship is widespread through the Northern Reaches (in fact, it's compulsory in Ostland), where he is known as Odin, and in the Hinterlands, where he is called Viuden.

Personality: Odin tells his followers to use their intelligence to appreciate and enjoy their existences, to seek wisdom but not to be made cold and distant by knowledge. He is an immortal of appetites and impulses, fiery rages and cool introspections. He is a leader of warriors who himself does not often fight; he is a patron of kingship who tells kings to rule wisely but also encourages them to indulge themselves.

Allies: Odin's greatest allies are other Immortal patrons of the Northern Realms, Frey, Freyja, and Thor.

Enemies: Odin has two great enemies. Hel, the Entropic Immortal, hates his pure, glowing love of life; Odin, in turn, has stolen a trick from Hel, and has begun reincarnating the spirits of good beings into the children of important nobles and rulers. Loki, who concentrates so much of his evil on the men of the Northern Reaches, is Odin's other chief enemy.

Appearance: Odin appears as a huge bearded man with a noble brow and intelligent eyes. He wears warriors' clothing, a shining breastplate, and a golden helmet; he carries a spear.

Symbol: Silhouettes of two crows facing one another, with the head of a man between them; they whisper into his ears. (Odin uses crows as messengers and has two enchanted crows who act as his advisors.)

DMing Notes: In the Hollow World, Odin is known to many Antalian and Neathar tribes under the name of Wotan. Many Antalian and Neathar chieftains have clerics of Wotan as their personal advisors. He is also followed by the Icevale elves.

An interesting thing to do to a player character is to have him remember a previous life, an existence when he was a great hero who made some great blunder leading to some tragedy. Odin has reincarnated him so that he might correct his mistake with another act of heroism. Once the hero reaches a high enough experience level, Odin lets him remember his previous life and charges him with the task of correcting his mistake.

Ordana
(Forest Mother)

Sphere and Alignment: Time; Neutral.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics must be Neutral.

History: It is believed of Ordana that she was an Evergrun elf who achieved Immortality, but that's not quite the case. She was actually a treant, a tree that became self-aware and found Immortality in the Sphere of Time long before the elves or any other human-like race walked the earth. It is she who created the elvish race on the Known World, fashioning a demihuman race which would be the friend and protector of her beloved forests. She turned her back on the Evergrun elves when they abandoned her way and turned to technology.

Eventually, some elves led by Ilsundal returned to her philosophy of *daintrouw*, which means "the forest way" in the elvish tongue. She subtly aided Ilsundal's followers on their journey, and became the patron of wood-elves who settled on the Minrothad islands. On the outer world, she is largely forgotten by the elves outside the Minrothad territories; most outer world elves are followers of Ilsundal and Mealiden.

Because she was a mistress of vegetation and a powerful Immortal of Time, Ka the Preserver enlisted her aid in the reshaping of the Hollow World. Once Ixion had created the inner sun, Ordana caused mighty forests and jungles to spring up. Because she is a being of the Sphere of Time, she also created the Floating Continents and placed them in precise orbits around the central sun; Hollow World astronomers can accurately calculate the passage of time by gauging the positions of the Flying Continents.

Personality: Ordana is a force of nature; she identifies first with mighty forests, and second with creatures which live with nature within those forests. So she is the friend of most elves, of treants, of centaurs and dryads, and of all the forest folk except those who worship Entropy. She despises peoples who cut down or burn down forests; she is friendly to only a very few human cultures, those who live in the manner of elves and forest beings.

Allies: Ordana's closest Immortal friend and subordinate is Calitha Starbrow, an elvish Immortal who is the patron of water-elves. Ordana's allies in the maintenance of the Hollow World are Ka the Preserver, Ixion, and Korotiku; she appreciates the efforts of Zirchev on behalf of the forest races.

Enemies: Ordana dislikes, and sometimes launches petty plots against, Immortals who are fire-oriented; these include Rathanos and even her own ally Ixion. But these are mere dislikes, not genuine enmities. As a patroness of the fecundity of the forest, she opposes the activities of all Entropic immortals.

Appearance: Ordana appears in any of several forms: As a mighty oak treant; as a beautiful elf-woman or dryad with green hair and eyes, wearing a simple garment of oak-leaves; or as a mighty she-centaur with a great mane of green hair.

Symbol: Oak leaf.

DMing Notes: In the Hollow World, Ordana works to make sure that the Sphere of Time gets its due. If Ka the Preserver had his way, all races and cultures would be stagnant, unchanging, locked in time. Ordana tests the boundaries of the *Spell of Preservation*, prompts cultures to create offshoots and variations, and in short brings about as much fertile, creative change as she can. She also works to preserve the great forests and jungles of the Hollow World from the depredations of races which would clear them out—humans and humanoids especially.

Palartarkan
(The Lofty One)

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Neutral.

History: Palartarkan was born with the name Ar on the original home planet of the Alphatians. He came with his fellow Alphatians to the Known World at about the time he was embarking on the Path of the Paragon.

In the course of his quest for Immortality, Ar transformed a nation-sized tract of the Alphatian continent. He enchanted hills and mountains to float in the air and contributed to the Alphatians' understanding of flight magics. The Alphatian country Floating Ar is named in his honor. After achieving Immortality, he turned his attention to increasing his understanding of the way the multiverse works, and acting as a patron to wizards (especially Alphatian wizards) seeking similar knowledge.

Personality: Palartarkan was, in life, the classical absent-minded genius, being alert and brilliant one moment and forgetful and otherwise occupied the next. He is consequently not much of a plotter in the realm of Immortal conspiracies. However, he is one of the most knowledgeable Immortals on the subject of the Elemental Plane of Air, of gravity-related magics, and of the ether between the worlds, and of the casting of *permanence* spells and enchanting large blocks of land.

Allies: Palartarkan is an ally of Alphatia, who has a background and interests similar to his.

Enemies: Palartarkan, then called Ar, was in the old Alphatian homeworld when Emperor Alphaks' poor rule led to the planet's destruction. Consequently, Palartarkan still hates Alphaks now that both are immortals. Though Palartarkan doesn't have the planning abilities to counter Alphaks' moves, other Immortals working against Alphaks can usually persuade Palartarkan to help, and to lend them the help of his own minions and clerics.

Appearance: Ar, in life, was a large, muscular man with thick white hair and a thick white mustache and beard; he typically dressed in blues and whites suggesting the sky and clouds. He appears to mortals in that guise, usually floating above the earth in a cross-legged tailor's sitting pose.

Symbol: A floating mountain.

DMing Notes: It is not commonly known to mortals that Palartarkan was the Alphatian wizard Ar.

In the Hollow World, Palartarkan is enchanted with the Floating Continents, and has made himself known to the humans who live on those airborne land masses; he has many worshippers among the Neathar tribes there. He will not usually anticipate problems menacing those people, but when made aware of such problems he will work to correct them.

Petra

Sphere and Alignment: Time; Lawful.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: Read the writeup of the Immortal Halav (above) to get the background for Petra.

Petra was a high-level cleric, queen of the city of Krakatos in the Traldar lands, when the gnollish invasions began. Her husband was killed in an early gnollish raid, and Petra lent her aid to Halav, who was then uniting the Traldar chieftainships. Toward the end of the war, she *raised* Halav after his fatal final attack on the gnollish king. She, Halav, and Zirchev then departed on their quests for Immortality; each of them achieved it, and they were eventually reunited. She was not one of the Immortals who transplanted Traldar peoples to the Hollow World (she was still a mortal when that happened), but has been a patron Immortal of the Traldar since then.

Note that the legends of the Traldar (now held by the Karameikans of the outer world) give her a much less active role in the gnollish wars than she actually enjoyed. In the legends, she was a lowly

potter whom the Immortals taught the arts of the potter's wheel, the loom, and the spindle, who helped organize the Traldar women to provision their men during the wars. In truth, she was a warrior-cleric who became Halav's co-ruler and fiancée, personally directed a lot of the Traldar defensive efforts, and fought in the same engagements in which Halav fought.

Personality: The Immortal Petra is a patron of fighting-clerics and defenders; she is often appealed to by those who live in besieged cities.

Allies: Halav and Zirchev, Petra's allies in the Traldar days, are still her greatest allies.

Enemies: Petra does not share Halav's unbending hatred of the Immortal patrons of humanoid races. She has no personal enemies among the Immortals, though she is often in conflict with Vanya, who dislikes the Milenian culture.

Appearance: Petra appears as a fair, dark-haired woman of slight stature, wearing the stylish bronze armor of the ancient Traldar peoples or the sculpted leather armor of the later Milenians, and carrying a large flanged mace.

Symbol: A circular shield with a round boss in the center; many of her Karameikan clerics erroneously interpret this as a top-down view of a potter's wheel.

DMing Notes: In the Hollow World, Petra acts as a patron of the Traldar and Milenians. Any Immortal plots that threaten these nations will prompt her to act, usually by inspiring and rallying those nations to a spirited defense and by bringing them new allies (such as player characters).

Pflarr
(The Jackal-Head)

Sphere and Alignment: Energy; Neutral.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics and shamans must be Neutral.

History: Pflarr was created, not born, as the jackal-headed bodyguard of a powerful wizard of the culture that eventually became the Nithian Empire. Pflarr wasn't 100% successful at this occupation: His creator was assassinated by a rival.

Once Pflarr had dealt appropriately with that rival, he had two entire wizardly libraries at his disposal, and so began his education in magic. By the time the Nithian culture was beginning its ascension, Pflarr was reaching his personal heights as a powerful magician and questing on the Path of the Paragon, sponsored by the Immortal Rathanos. By the time the Nithian Empire was in place, Pflarr was its first native-born (or native-created) Immortal.

Pflarr contributed to the magical knowledge of the early Nithian wizards and was a patron of magical learning. But his primary interests were in the acquisition of knowledge and so he paid very little attention to developments in the Empire. He, like the other Immortals, was caught off-guard by Thanatos' sudden, successful corruption of the Nithian ruling class; unable to stem the tide of Nithian moral decline, he participated in the Immortals' scouring of that culture from the face of the Known World, while helping Ka the Preserver transfer some "uncorrupted" Nithian villages to the Hollow World.

Before the end of the Nithian civilization, Pflarr had also suggested to the adventuresome Nithian hero Minroth that the man lead colonists to the seas south of the continent; it was for Minroth that the modern nation of Minrothad is named.

Pflarr also created a servitor-race, peaceful jackal-headed humanoids who looked rather like him, to help him in his studies and activities. These, the Hutaaka, acted as his messengers, his librarians, and his personal servants. He gave them their own homeland, in the mountains south of the Nithian lands, and the Hutaaka soon became the mentors and tutors of the Traldar humans who lived in the forests south of them.

Since the disappointing finale of the outer-world Nithian Empire, Pflarr has largely turned his back on the surface world, preferring instead to be a patron of the Hollow World Nithians and new Hollow World colonies of his Hutaakans. His abandoned outer-world Hutaaka colony gradually languished and became inbred and weak. Today, Pflarr confines his mortal-world activities almost



exclusively to the Hollow World and his favorite cultures there.

Personality: Pflarr was not and is not human in his outlook, and he is unlike most other Immortals. If a follower (or nation of followers) disappoints him, such as by turning away from worship of him, Pflarr will give them the time and opportunity to return to the "correct path," but will not encourage them or prompt them to do so. If they do not, he will abandon them and start over elsewhere, with a new set of followers. He feels no particular loyalty to his worshippers, feeling instead that they should feel loyalty to *him*; if they fail him, he is content to let them perish. He is vain (as evidenced by the fact that he created an entire race to look like him). However, he grants spells to his clerics, subtly provides magical learning to studious magicians, and protects the nations and tribes who keep faith with him, so he can scarcely be considered evil.

Allies: Pflarr's chief Immortal ally is Rathanos, who was one of the other Immortals so strongly worshipped by the Nithians before Thanatos came.

Enemies: Pflarr intensely dislikes Ranivorus, for two reasons. He correctly believes that the Nithians created gnolls in a corrupt imitation of his Hutaakan race, which annoys him. And Ranivorus' part in the downfall of the Nithians also galls Pflarr.

Appearance: Pflarr is a tall (7') humanoid, covered in fine brown fur, with the head of a jackal. He wears simple Nithian-style robes of white cotton.

Symbol: A jackal head with human eyes.

DMing Notes: In the Hollow World, Pflarr is a chief Immortal patron of the Nithians and is the sole Immortal worshipped by the Hutaakans.

Protius
(The Old Man of the Sea)

Sphere and Alignment: Time; Neutral.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics may be of any alignment.

History: Protius, like Odin and several other beings, is an ancient Immortal who predates the appearance of human-like races upon the world. He was already Immortal when he first appeared, the eternal manifestation of the sea in all its aspects: Treacherous, beautiful, bountiful and terrifying. Throughout the history of the sentient races, he has dwelt in and dominated the seas, causing storms here and quelling waters there, the master of the oceans.

Personality: Protius is not a particular admirer of humans or human-like races. He doesn't dislike them; he just doesn't care whether they succeed or fail, live or die. He receives the prayers of ship-captains and sea-travellers, sometimes heeding them and often not; if he loves anything, it is the native races of the seas, especially sea-mammals and creatures like the merfolk. However, he can be persuaded to help humans and demihumans who perform great acts of appreciation of the sea or who devote themselves to performing great deeds with the world's waters.

When the four Immortals Ka, Korotiku, Ixion and Ordana had shaped the Hollow World, Protius "moved in" to the Hollow World oceans, claiming the same sovereignty over them as he has over the outer-world seas. Those four Immortals resented and resisted his intrusion, but Protius is far too old and canny to be denied, so in spite of their interference he does just what he wants with those oceans, populating them as he pleases. He creates new undersea races and cultures there, and (for his own amusement) tries to blend them with or use them to alter existing cultures, which brings him into conflict with the *Spell of Preservation* and its adherents. The sea is a medium of eternal change, flux and flow, and Protius merely reflects that.

Allies: Protius is a very independent Immortal. Calitha Starbrow and he have very different interests and so do not compete or cooperate. Protius is sponsoring Suleiman al-Kalim (see GAZ 2, *The Emirates of Ylaruam*), who has sworn to irrigate and make fertile the deserts of Ylaruam; should al-Kalim reach Immortality, he'll be an ally of Protius.

Enemies: Though he has numerous conflicts with the four Immortals who shaped the Hollow World, these are not the conflict of true enemies. He also has a long-running feud with the sea-elf Immortal Calitha, whom he considers an overly serious, pompous ass. But Protius has no genuine enemies among the Immortals . . . only opponents.

Appearance: Protius usually appears as an aged man or merman with seaweed-green beard, mustache and hair. Regardless of the setting in which he appears, he is always dripping with sea-water. He usually wears scant clothing of seaweed. His expression is very mercurial: Cheerful one moment, angry the next, briefly thoughtful, then calm and impassive. He carries a trident.

Symbol: The trident.

DMing Notes: In the Hollow World, Protius is an interesting encounter for PCs on the open sea. Shipwrecked PCs may be rescued by his dolphins, towed to an island thick with seals where Protius suns himself, and have a frustrating encounter with the Immortal, who is not interested in aiding them further or advancing their goals . . . but does not have the decency to vanish into the ether like normal Immortals. Other Immortals will often prompt PC heroes to travel to areas where Protius is stirring up trouble, to put an end to that trouble, which is difficult and annoying but not particularly dangerous. During storms, the PCs might catch a glimpse of a gigantic Protius whipping up waves and waterspouts—not trying to sink the heroes; he is just oblivious to them and uncaring.

Rafiel

Sphere and Alignment: Time; Neutral.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics may be of any alignment, but most are Neutral.

History: In ancient times, Rafiel was a nuclear physicist in Blackmoor. It is unclear *how* he attained immortality. In any case, his consciousness made itself known through the Refuge of Stone (see GAZ 13, *The Shadow Elves*) and other messages, and the Shadow Elves responded. He guided them to the great cavern of the City of Stars and established for them a code of behavior which would help the diseased, broken-spirited elves survive their now-hellish existence. Their mutual needs support them even in these times.

Personality: Rafiel is a calm, wise, and kindly Immortal. It is this kindliness that prompted him to guide the Shadow Elves to their refuge in the City of Stars. He advocates honesty and fairness to one's allies and neutral parties, and armed confrontation and strong retaliation against one's enemies or attackers.

Allies: Rafiel acts independently. Ordana likes him, but they are scarcely allied. Rafiel has no Immortal allies.

Enemies: Rafiel's chief enemy is Atzanteotl, who wooed several elements of the Shadow Elves (the Schattenalfen, who built Aengmor and migrated to the Hollow World) away from his worship.

Appearance: Rafiel appears as a middle-aged human male, wearing starched white robes.

Symbol: A book-cover with a star in its center, representing wisdom, celestial learning, and time.

DMing Notes: In the Hollow World, Rafiel seeks to thwart Atzanteotl by encouraging many of the Schattenalfen to return to his worship and a more positive style of life.

Ranivorus
(Yeenoghu)

Sphere and Alignment: Entropy; Chaotic.
Manifestation Power: Average.
Worshippers' Alignment: Chaotic and Neutral. Clerics must be Chaotic.

History: This Immortal, in life, was a gnoll born with the name Yeenoghu. A particularly destructive and nasty gnoll war-leader, he swiftly came to the attention of the Immortal Thanatos, who sponsored him to Immortality in the Sphere of Entropy. As an Immortal, Ranivorus served Thanatos for quite a while by spreading hatred and insanity among the ruling class of the Nithians, speeding that culture to its premature demise. He was not yet an Immortal during the great gnoll attacks on the Traldar in BC 1,000, but has since then promoted many gnollish atrocities.

Personality: Ranivorus is hateful, chaotic, and destructive. He loves to watch sweeping hordes of conquest and is always inciting the gnolls and other humanoids to form into great bands and wreak destruction on surrounding peoples.

Allies: Since his "apprenticeship" to Thanatos ended, Ranivorus has had no specific allies among the Immortals.

Enemies: Ranivorus' chief enemies among the Immortals include Garal Glitterlode, the patron of the gnomes; Halav Red-Hair, enemy of all the humanoid patrons; Pflarr, who hates Ranivorus for his role in the destruction of the outer-world Nithians; and Karaash, because Ranivorus keeps inciting Karaash's followers, the Krugel orcs of the Hollow World, to acts of conquest contrary to Karaash's plans.

Appearance: Ranivorus appears as a huge gnoll (humanoid, furry, with a roughly jackal-like face) with huge, crunching jaws and black plate mail armor, carrying twin flails.

Symbol: A human head with five snakes emitting from the mouth.

DMing Notes: In the Hollow World, Ranivorus is a bringer of chaos, prompting humanoid races to fight among themselves and to destroy other cultures to satisfy his sense of spectacle. PCs in the Hollow World will occasionally run into humanoid tribal movements and wars brought about by Ranivorus.

Rathanos

Sphere and Alignment: Energy; Chaotic.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics must be Neutral or Chaotic.

History: Rathanos, in life, was an Oltec magic-user who was fascinated with the elemental plane of fire and fire magics. He became an undisputed master of fire magics, and eventually embarked on the path of the Paragon to achieve Immortality in the Sphere of Energy. As an Immortal, he became interested in the rising Nithian Empire and gathered about him a cult of Nithian worshippers.

Though Thanatos and Ranivorus managed to bring about the downfall of the Nithians, the Thothian colony on the Isle of Dawn was more interested in their own brand of mysticism and the worship of Rathanos. Once Nithia was destroyed, with uncorrupted seedlings of the culture planted in the Hollow World, Rathanos had Nithian followers both there and on the Isle of Dawn.

Today, Rathanos is followed by Nithians and by some Alphatian Followers of the Flame. He has few worshippers elsewhere, and so he is regarded as a minor Immortal.

Personality: Rathanos is interested mainly in the transformation of matter to energy, and is especially interested in creating a spell of transformation which will allow his followers to transform themselves into beings of pure energy—imperishable, immortal, and beautiful. He has not found the spell that will do this reliably, and

so continues his magical researches, requiring his magic-user followers to do the same until an answer can be found. His ultimate goal is to create a great, powerful nation of energy-beings: Born as mortal beings, educated as quickly as only humans can be, and then transformed into powerful energy beings on the Sphere of Energy. Rathanos still carries one of his mortal prejudices: He believed in life, and believes as an Immortal, that women should be subject to men. This brings him into conflict with numerous female Immortals.

Allies: Rathanos does not have many allies; Pflarr, who was with him a chief Immortal of the Nithians, is about the only one.

Enemies: Rathanos; personal enemies include Diulanna and Vanya, who resent his attitudes about mortal women.

Appearance: Rathanos appears as a manlike being made completely of fire.

Symbol: A burning brand.

DMing Notes: In the Hollow World, Rathanos continues to persuade Nithian wizards to investigate the Elemental Plane of Fire and the Sphere of Energy to further his aims. He may tap PCs to find interesting books and artifacts which he hopes will lead him to answers. He is also a patron of the Nithians there, and, unlike Pflarr, will actively resist any efforts of Immortals like Thanatos to destroy the culture again.

Razud

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics may be of any alignment.

History: In ancient times, on another world, Razud was a man of the golden-skinned Cypric people who were eventually conquered by—and who ultimately assimilated—the pale-skinned "pure" Alphatians (see the **Dawn of the Emperors** boxed set for more on the early history of the Alphatians). A powerful, thoughtful magician, he earned Immortality in the Sphere of Energy long before the Alphatian takeover; once the Alphatians had conquered the Cypric culture and then adopted most of its ways, they also adopted the worship of Razud. In the millennia since, Razud has been a patron of the Alphatians. He grants spells to their clerics and guidance to those who ask, and it was he who guided the Alphatians fleeing the destruction of their world to this world, but in general he interacts very little with humankind.

Personality: Razud likes to help the self-sufficient; he looks most kindly on those who seek guidance from him but are brave and resolute enough to forge out on their own if he offers none.

Allies: Razud has no close allies among the Immortals, though Alphatia and Koryis are usually willing to cooperate with him.

Enemies: Razud opposes Alphaks' efforts to destroy the Alphatian people. Alphaks takes this much more personally than Razud, and considers Razud his enemy.

Appearance: Razud appears as a young man, perhaps 16, of the old Cypric race: Golden-skinned, brown-haired, green-eyed, with a smiling moon face. He is very handsome, and wears thin silken robes in emerald green.

Symbol: The Granite Tree, a tree of any sort (especially oak) made entirely of stone, representing strength and durability.

DMing Notes: Razud is not the sort of Immortal to whisper in adventurers' dreams to persuade them to undertake his tasks. However, an Alphatian PC could well be his follower, and Razud might respond with omens and signs to his pleas for guidance—especially if the PC has shown independence and assertiveness. In the Hollow World, Razud is not the patron of any culture.

The Shining One

Sphere and Alignment: Energy; Chaotic.

Manifestation Power: Average.

Worshippers' Alignment: Neutral and Chaotic. Clerics must be Chaotic.

History: The Shining One was a brilliant kobold tactician and war-leader. He found and used an ancient artifact, a set of glowing armor which would flare up to blind his enemies. When he sought Immortality, it was in the chaotic Sphere of Energy; once he had achieved it, he returned to become the patron Immortal of his original race.

Personality: The Shining One is the ultimate kobold: Sneaky, quick, adept at setting up traps and tricks, a master at never confronting the enemy with direct force but with using the forces of nature or the enemy's own strength against him.

Allies: The Shining One has and desires no allies.

Enemies: The Shining One's only personal enemy is Halav, who is the sworn enemy of all humanoid-sponsoring Immortals.

Appearance: The Shining One appears as a kobold of unnatural size, wearing white-glowing plate armor and carrying a shining white short sword.

Symbol: A helmet of the Northern Reaches (complete with horns, a mask-like eye-guard, and a nose guard).

DMing Notes: The Shining One resents Halav's blind hatred of humanoids and has chosen to bring Halav as much grief as possible; usually, he does this by bringing kobold tribes in to annoy and harass the Milenian people, for whom Halav is a patron.

Tarastia
(Patroness of Justice and Revenge)

Sphere and Alignment: Energy; Lawful.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics must be Lawful.

History: Tarastia was a cleric of an ancient Jennite tribe on the outer world. Offended and abused by the unjust chieftain of her tribe, she effected her own revenge and ran away into exile. Later in life, having achieved great power and wisdom, she became an Immortal of the Sphere of Energy. At one time, for reasons known only to herself, she returned as the mortal Empress Valeria of Thyatis. In this guise she set in place the Thyatian Codes of Law and Justice still used in that land today. Since then, she has devoted herself to the achievement of justice and just revenge.

Personality: Tarastia often helps those who have been wronged. She is a patron of justice; she does not help those who want the revenge to be nastier than the original offense, and she does not help those who want revenge for slights or inconsequential matters. But she provides information and guidance to those who take on honorable quests for vengeance.

Allies: Tarastia has no long-term allies, but often helps other Immortals, of any plane except Entropy, when they are dealing with wrongs and abuses on the mortal world.

Enemies: Tarastia is the sworn enemy of Jammudaru, who is the patron of senseless revenge; she opposes him at every turn.

Appearance: Tarastia appears as a dusky-skinned, strong-jawed, unsmiling woman in black plate armor, carrying a headsman's axe (though she could not use that weapon in her mortal life, it is her symbol as an Immortal).

Symbol: Black headsman's axe.

DMing Notes: In the Hollow World, Tarastia is the patron of the Jennite peoples, and works against any plot to harm them.

Thanatos
(Tha-to)

Sphere and Alignment: Entropy; Chaotic.
Manifestation Power: Ultimate.
Worshippers' Alignment: Chaotic. Clerics must be Chaotic.

History: Thanatos is a primal force of nature. He is the greatest and oldest known Immortal of the Sphere of Entropy. As old as the oldest Immortals, he has sought to spread death and pain since the earliest memory of the most ancient sentient being.

Personality: Thanatos hates all life, and seeks to end it all—but only on his specific timeline and pattern; it has to be done solely with his brand of subtlety. Unlike other Immortals, he hates all peoples and all living things equally, and has the conceit to believe that he can destroy them all eventually; he juggles more evil plans and plots than all the other Entropic Immortals combined. He is very subtle, often killing and taking the identities of important mortals, then having them lead their loved ones and followers into acts and lives of ruin and destruction, sometimes collapsing whole nations and empires. It was he who was principally responsible for the destruction of the Nithian Empire.

Allies: Thanatos has no allies. He accepts the aid of Entropic Immortals whom he helps reach Immortality, but these associations rarely last more than a few hundred years.

Enemies: All living things and the Immortals who like them are enemies of Thanatos. He especially hates Immortals of the Sphere of Thought, each of whom must destroy an artifact of Entropy in order to achieve Immortality; Asterius, in particular, destroyed a destructive spear-artifact beloved by Thanatos, and so Thanatos hates him especially. Ka the Preserver is the chief watchdog against Thanatos in the Hollow World.

Appearance: Thanatos usually appears as a man or a bandaged-swathed mummy, covered in cumbersome black robes, with rotted black wings on his back; he carries a corroded black scythe.

Symbol: The scythe.

DMing Notes: Thanatos is always spreading evil in the Hollow World and the outer world; almost any great evil movement will have Thanatos at one end, whispering into the ears of dupes and minions.

Thor
(Donar; the Thunderer)

Sphere and Alignment: Energy; Neutral.
Manifestation Power: Greater.
Worshippers' Alignment: Any. Clerics must be Lawful or Neutral.

History: In ancient times, under the name Donar, Thor was a mighty warrior-chieftain of the Antalian tribes that eventually became the races of the Northern Reaches. Prompted by the Immortal Wotan (Odin), but following the Path of the Paragon, Thor achieved Immortality after a series of epic battles against evil wizards, battles which have become legends of the men of the Northern Reaches. Since achieving Immortality, Thor has become the right-hand-Immortal to Odin, serving him as chief warrior.

Personality: Thor is the ultimate warrior, and demands that his fighter worshippers follow a very strict warrior's code of honor and courage. He is brooding and fatalistic, capable of sudden rages and tantrums, but is a loyal friend to his allies.

Allies: Thor's Immortal allies are those also worshipped in the Northern Realms: Frey, Freyja, and Odin.

Enemies: Thor's greatest enemy is Loki, who has on many occasions professed overtures of friend-

ship to Thor but ended up tricking him, stealing from him, and embarrassing him. Thor has, on occasion, replied by beating Loki to an Immortal pulp.

Appearance: Thor appears as a huge, red-headed, red-bearded warrior, mightily muscled, wearing armor like that worn in the Northern Reaches, carrying a huge battle-hammer, wearing a stout metal belt and metal gloves.

Symbol: The war-hammer.

DMing Notes: In the outer world, most of Thor's worshippers are found among the men and dwarves of the Northern Reaches; in fact, like Odin's, Thor's worship is compulsory in Ostland. In the Hollow World, he is worshipped under the name Donar by many of the Antalian and Neathar tribes and the Icevale elves; he takes on a slightly different appearance for them, shucking his Northern Reaches armor and wearing the skins of a Neathar warrior. He is also prayed to by the Northern Reaches-descended pirates of the Merry Pirate Seas.

The Twelve Watchers

Sphere and Alignment: Matter; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Lawful.

History: The history of the Twelve Watchers is not known. It is known that they are twelve minor immortals who were craftsmen in life; as Immortals, they have become the patrons of craftsmen. They are not worshipped under their individual names, which they have abandoned, but are called by their professions. All cultures agree that three of them are Smith, Miner, and Stonecarver, but there is a wide variance in the beliefs of who the other nine are; each culture believes that the other nine represent its own nine most important crafts.

Personality: Unknown.

Allies: Clerics of the Twelve Watchers say that Kagyar the Artisan is said to be a friend of the Twelve Watchers, while clerics of Kagyar claim that Kagyar doesn't care about the Twelve Watchers.

Enemies: None.

Appearance: Unknown. Probably human, probably wearing the garments of and using the tools of their individual crafts.

Symbol: A medallion depicting two staring eyes without the suggestion of a face.

DMing Notes: The PCs are not likely to run into the Twelve Watchers unless they participate in the building of some great monument or construction, such as a dam or city. If foreign forces threaten that construction, the Twelve may warn the PCs and prompt them to eliminate the danger.

Valerias

(Patroness of Love; Girder-On of Weapons)

Sphere and Alignment: Matter; Chaotic.

Manifestation Power: Greater.

Worshippers' Alignment: Any. Clerics may be of any alignment, but most are Neutral or Chaotic.

History: Valerias is an elemental force, the spirit of passionate love incarnate, and is as old as the oldest of the Immortals, such as Ixion and Thanatos. Once a minor Immortal disinterested in the Known World, she found her true calling when the humans appeared and she became fascinated by them and their love customs and affairs. She has become the patroness of romance, especially of passionate, ill-considered affairs. She has also been known to bring weapons and armor to lovers facing death together, and so is called the Girder-On of Weapons.

Personality: As her specialties would indicate, Valerias is passionate and quick-tempered. She is easily swayed to help a handsome hero or a lonely heroine. But her attentions are fickle and she quickly loses interest in individuals; after all, each love story only lasts so long, and then it's time to watch another one.

Allies: Valerias' chief ally is her lover Ixion, the Sun-Prince. With her nature, it is impossible for her to remain always true to him, but it is to him she always returns.



Enemies: If Valerias has a specific enemy, it is Eiryndul, whose advances she spurns. She detests all Immortals of Entropy, who are constantly interfering with the romances and happy endings she arranges on the mortal world, but they count her as an opponent of little worth.

Appearance: Valerias always appears to mortals as a beautiful woman of the race to which most of them belong; if she is appearing to men of Tangor, she will be lithe and black-skinned, while if she appears to Ostlanders she will be buxom and blonde. She will be dressed in the most costly and exquisite clothes and jewels of that culture. Whatever her form, she always wears the golden earrings bearing imprints of the rising sun, a present from Ixion.

Symbol: A delicate rose with especially-sharp thorns.

DMing Notes: Valerias is a patron of the Tanagoro people in the Hollow World. However, she does not confine her attention to them; she pays as much attention to romances and lovers in the outer world. Her mark will be felt by the PCs when they are in trouble with some new tribe or city, and Valerias makes the king's daughter fall madly in love with the most handsome of the male PCs, or makes the king's son fall for the most beautiful of the female PCs. Though she thinks this will help the PC party, and she is usually right, it will also cause all sorts of complications to the PCs, which you as the DM should be merciless in exploiting.

Vanya
(Patroness of War and Conquerors)

Sphere and Alignment: Time; Neutral.
Manifestation Power: Average.
Worshippers' Alignment: Any. Clerics may be of any alignment.

History: In ancient times, Vanya was a warrior-woman of the Kerendan people, who later became part of the Thyatian Empire. While the Thyatians, Kerendans and Hattians, then on the southern continent, were fleeing before the advancing armies of the Milenian Empire, Vanya was a warrior-princess harassing the Milenian forces and delaying their advance. Her desperate campaign allowed all her kinsmen to escape across the Sea of Dread, though her entire force was killed by the Milenians.

Captured by the Milenians and forced into servitude among them, she was befriended by a Milenian cleric who helped her escape, then helped her find the Path of the Dynast, where she eventually found Immortality in the Sphere of Time. Since then, she has been a patron of warfare and conquest, seeing it as the foremost influence on the development of human history and culture . . . and a lot of fun for an Immortal to watch.

Personality: Vanya is the perfect example of the person who lives life in great leaps and bounds. In life, she threw herself unquestioningly into wars, quests, challenges and relationships, and as an Immortal she is fondest of heroes who live as she lived. Though she is not treacherous like the Thyatian peoples who are her most numerous worshippers, she is very fond of them. Because in life she suffered at the hands of the Milenians, she does not like that culture.

Allies: Vanya has no special allies.

Enemies: Vanya often finds herself in conflict with Halav and Petra, the special patrons of the Milenians. She is also an enemy of Rathanos, the Immortal patron of male dominance.

Appearance: A woman of medium height, with long brown hair in a single braid; she wears leather armor made from the skin of a red dragon, riding clothes, spurs, and carries twin short swords.

Symbol: A vertical lance with two horizontal short swords, one above the other, crossed over it.

DMing Notes: In the Hollow World, Vanya is a patron of the Thyatian, Kerendan, and Hattian pirates in the Merry Pirate Seas; she is an enemy of and plotter against the Milenians. It was she who discovered the Kubitt race on the outer world and transplanted them to the Hollow World; she is their chief Immortal patron.

Wogar
(Maglubiyet; Wolf-Lord)

Sphere and Alignment: Matter; Neutral.
Manifestation Power: Average.
Worshippers' Alignment: Any. Clerics (shamans) must be Neutral or Chaotic.

History: Wogar was a goblin war-leader in ancient times; he led his horde of goblins from distant wildernesses to the more fertile lands of the Known World.

Personality: Wogar was bold and cunning, and had a great affinity for the wolves; he was known as the best wolf-trainer and wolf-rider the goblins had ever seen.

Allies: Wogar has no specific allies among the Immortals.

Enemies: Wogar's chief enemy is Halav, who is an opponent of the Immortal patrons of all humanoid races.

Appearance: Wogar appears as a large, well-muscled goblin, wearing a wolf's-fur tunic with a wolf's head hood.

Symbol: Wolf's head seen front-on.

DMing Notes: Wogar is a patron of goblin wolf-riders both on the outer world and in the Hollow World.

Yagrai
(He-Who-Always-Rises)

Sphere and Alignment: Entropy; Neutral.
Manifestation Power: Average.

Worshippers' Alignment: Neutral and Chaotic. Clerics (shamans) may be either Neutral or Chaotic.

History: Yagrai was a humanoid (no one knows whether he was a hobgoblin or a yellow-skinned orc) who was supposed to have been able to come back from the dead after being killed. Foe after foe thought him killed, only to be toppled when he returned from the dead to confront them again. Yagrai was actually in the possession of powerful magic items (such as a *ring of regeneration*) which allowed him to accomplish these feats, but that fact isn't reflected in the legend. Yagrai, the great perseverer, was able to find Immortality in the Sphere of Entropy, and since then has been a Immortal widely worshipped by all sorts of humanoid races.

Personality: Yagrai's greatest trait is his stubbornness. Neither very clever nor, as the legend demonstrates, a great fighter, he has an indomitable will. Once set on a path, he cannot be turned from it. He has no personal goals for the outer world or the Hollow World (other than the eventual destruction desired by all Immortals of Entropy), but he still aides those who worship him because his vanity is tickled by their worship.

Allies: Yagrai has no individual allies.

Enemies: Yagrai's chief ally is Halav, the enemy of all humanoids.

Appearance: Yagrai appears as a large humanoid of indeterminate species (hobgoblin or orc), yellow-skinned, wearing black hide armor, wearing a black skull-faced helmet, carrying a black two-handed sword.

Symbol: Black skull against a white background.

DMing Notes: In the Hollow World, Yagrai is often the second most venerated Immortal of any humanoid culture; each humanoid race has at least a small following of the stubborn Immortal.

Zirchev
(The Huntsman)

Sphere and Alignment: Energy; Neutral.

Manifestation Power: Average.

Worshippers' Alignment: Any. Clerics must be Neutral.

History: Read the entries on Halav and Petra (earlier in this section) for more about Zirchev. Zirchev was a high-level Traldar magic-user trained by the Hutaaka race in the Traldar lands. He was also a friend of elves and forest-dwelling races, and a lot of his magic was devoted to befriending, summoning and commanding monsters and animals. When the gnolls invaded Traldar territories, Zirchev became chief magical advisor to Halav and Petra and participated in many campaigns against the gnolls. Once the gnolls were routed, Zirchev, Halav and Petra all embarked on paths to Immortality, and all eventually reached it.

Since that time, Zirchev has acted as a patron of the Traldar within the Hollow World (though he has no interest in the descendants of the Traldar, the Milenians). He is also sympathetic to the forest folk, and will often aid centaurs, dryads, and other such races, and may aid adventurers who help them.

The legends have utterly mangled the story of Zirchev. They say of him that he was a simple huntsman who learned from the Immortals ways to tame, ride, and fight from horses, to train dogs to fight for their masters, and to take on animal traits when stalking and fighting the enemy. These skills were already long-known to the Traldar, but legends in the Known World just aren't always, or even usually, right.

Personality: In life, Zirchev was something of a wallflower, uncomfortable around warriors, or women; animals were his closest friends. Consequently, he's sympathetic to intelligent humans who are social misfits.

Allies: Zirchev's chief allies are Halav and Petra, his companions from his mortal life. He is also friends with Eiryndul, Faunus, and Ordana, other patrons of the forest races.

Enemies: Zirchev has no personal enemies among the Immortals.

Appearance: Zirchev, in life, was a skinny, unattractive, clumsy man. Consequently, he prefers to promote the later legends about him: When he manifests himself, it is as a strongly-muscled, handsome huntsman wearing forest-green clothes, carrying a bow, accompanied by a retinue of forest-race followers.

Symbol: A hawk riding on the shoulders of a wolf.

DMing Notes: In the Hollow World, Zirchev is a patron of the Traldar, of forest races, and of some human tribes who have mystic bonds to animals.

Quick Reference Chart

On the next page is a reference chart for the Immortals you've just read about.



The Immortals *(Bold entries—Greater Power Starred Entries—Ultimate Power)*

Name	Sphere	AL	Interests
Alphaks	Entropy	C	Destroy Alphatia
Alphatia	Energy	L	Oppose Alphaks
Asterius	Thought	N	Trade; Merchants
Atzanteotl	Entropy	N	Schattenalfen; Azcans
Bagni	Entropy	C	Trolls
Bartziluth	Energy	C	Bugbears; Warfare
Calitha	Time	N	Oceans; Sea-Elves
Diulanna	Thought	N	Neathar; Willpower
Eiryndul	Energy	C	Elves; Mischief
Faunus	Matter	C	Forest Dwellers
Frey	Thought	L	Antalians
Freyja	Thought	L	Antalians
Garal	Matter	C	Gnomes; Art
Halav	Thought	L	Traldar; Milenians
Hel	Entropy	N	Reincarnation
Ilsundal	Energy	L	Protection of Elves
Ixion★	Energy	N	Tanagoros; Oltecs
Jammudaru	Entropy	C	Vengeance; Nightmares
Ka	Matter	L	Beastmen; Lizardmen
Kagyar	Matter	N	Arts; Brute-Men
Karaash	Thought	N	Orcs; Krugel Horde
Korotiku	Thought	C	Mischief; Thinking
Koryis	Thought	L	Peace; Prosperity
Loki	Entropy	C	Mischief; Betrayal
Mealiden	Energy	L	Protecting Ilsundal
Odin	Thought	L	Kingship; Antalians
Ordana	Time	N	Protects Forests
Palartarkan	Energy	N	Study of Magic
Petra	Time	L	Traldar; Milenians
Pflarr	Energy	N	Nithians; Hutaaka
Protius	Time	N	Seas and Oceans
Rafiel	Time	N	Shadow-Elves
Ranivorus	Entropy	C	Gnolls; Warfare
Rathanos	Energy	C	Nithians; Energy Life
Razud	Energy	N	Alphatians
Shining One	Energy	C	Kobolds
Tarastia	Energy	L	Justice; Revenge
Thanatos★	Entropy	C	The End of All Life
Thor	Energy	N	Antalians; Pirates
Twelve Watchers	Matter	N	Craftsmanship
Valerias	Matter	C	Romance; Passion
Vanya	Time	N	Thyatians; Kubitts
Wogar	Matter	N	Wolf-Rider Goblins
Yagrai	Entropy	N	Humanoids in General
Zirchev	Energy	N	Traldar, Forest Races

Campaigning

In this chapter, we'll talk about actually *playing* the campaign in the Hollow World setting.

The differences between campaigns set in the outer world and the Hollow World are more than just differences in the names of nations or the types of monsters. You can play the whole Hollow World campaign with a quite different approach and flavor than you do your outer-world campaigns, and that's what this chapter is all about.

The Sense of Wonder

The first and most important thing that you, as the DM, need to establish in a Hollow World campaign is the *sense of wonder.*

The Hollow World is very different from the outer world. The player characters should be confronted with this difference the first moment they step out in the Hollow World, and that sense of wonder should dog them throughout the campaign.

You establish and maintain this awe-inspiring venue by stressing the differences between the Hollow World and the outer world. Here are some of those differences, and how you can use them to instill that feeling of amazement.

Perpetual Daylight

It's always daytime in the Hollow World—always high noon. This helps give the setting a changeless, timeless feel.

The PCs might ask, "How long has it been since . . ." to which you have a variety of confounding replies:

"You don't know."

"It was high noon then, it's high noon now; how much time do you *think* has passed?"

"Well, you've slept twice and marched forty miles since then. That's how long ago it was. Still looks like noon to you."

"Do you have the Navigation general skill? The native told you that you could work out the passage of time by calculating the positions of those floating islands. If you don't have the skill . . . well, guess."

The DM can say that, initially, they have trouble sleeping because it's always broad daylight.

The PCs also have to adopt new ways to cope with the eternal sun and timelessness.

For instance, with no nighttime, there can be no nighttime raids. Thieving and sneak invasions have to take place in broad daylight. The PCs will have to change their sneaking tactics.

People in the Hollow World sleep when they are tired and eat when they are hungry. While people living in the same house or traveling in the same adventuring party will eventually drift into the same schedule, in a given community most people will be living on their own individual schedules. One shop in a large city will be closed while its owner sleeps, while every other shop in the same row will be open; one shop-owner will be having breakfast, while another will be preparing for dinner.

Don't forget, too, that the sun looks different from the sun of the outer world. It's red and characterized by continual solar flares.

This gives everything in the world a slightly different look. Colors are different—deeper, richer, darker. It's as dramatic difference as the difference between modern-day movie coloring processes and the lush Technicolor of the 1940s; these things will give the PCs a sense that everything is a bit different in the Hollow World.

Stable Weather, No Seasons

Weather is different in the Hollow World.

There are no seasons: A land which is temperate and mild is that way all the time. Winter never freezes it; summer never scorches it.

A given area will have a fairly narrow range of temperatures, varying perhaps ten degrees Fahrenheit, but that variance does not depend on some nonexistent season; it's just random.

So, with no nighttime and no seasons, the deserts are *always* hot; the jungles are always warm and humid; the mountains are always cool. Here, again, we have the timelessness and lack of change which makes the Hollow World feel different from the outer world.

That's not to say there's no weather changes at all. Wild rainstorms and thunderstorms are common in the Hollow World, a result of the weather-preservation spells laid by the Immortals.

Once every few sleeps in most areas, a huge storm will roll over the area and drop great amounts of water. Some of these storms are semi-permanent, magic weather patterns which are confined to a specific area. In the rain forests and jungles, for instance, a raincloud will form once per day and rain for about an hour.

Elsewhere, huge, permanent rainclouds range all over the Hollow World, traveling from place to place, soaking most other regions every few days. They cross tropical areas more common than temperate ones, and seldom cross over the deserts at all. They are constantly replenished by Immortal magic. Their routes are not predictable; not even the Hollow World residents know when and where these miles-wide rainfronts will pass.

Floating Continents

Then, there are the Floating Continents. These are vast floating islands held in permanent orbit around the central sun.

Some of these are only a few dozen miles across and are visible only by telescope. Some of them are hundreds of miles across and constitute major islands.

And though most of them float above the breathable atmosphere of the Hollow World, many of them are permanently encapsulated in breathable atmosphere. They are inhabited—by plants and animals at least, often by sentient beings.

All in all, there are perhaps a hundred Floating Continents, though only six are useful to the Hollow World astronomer. These six are all very high up, the closest to the central sun, and are very large—large enough to use for astronomical calculations.

The Floating Continents help establish the sense of wonder, and the difference between the outer and Hollow worlds, by their very strangeness, and by the curiosity they will inspire in some of the PCs (who will wonder what's on them . . . and how to get up to them . . .). Many of the natives of the Hollow World, those with the Navigation general skill, can accurately calculate the time and their location by sighting on the Floating Continents, a trick which the outer-world PCs will not be able to duplicate until they learn how.

Lodestones

Lodestones don't work in the Hollow World, another point of distinction for outer-world PCs who'd hoped to be able to navigate through conventional means.

Dinosaurs and Prehistoric Mammals

Then, of course, the Hollow World is heavily-populated by dinosaurs. Throughout all the temperate and tropical zones, mighty dinosaurs and prehistoric mammals such as the sabre-tooth tiger live.

These creatures are common enough that the player characters will not be long in the Hollow World before encountering them, and will continue to encounter them as long as they stay in the Hollow World.

Whenever things are beginning to look too normal or mundane to the PCs, startle them with a prehistoric encounter: Have a giant prehistoric elephant stalked by an allosaurus, a whole pack of sabre-tooths hunting an apatosaurus, a herd of prehistoric bison stampeding through the PCs' encampment, a group of neanderthals attacking on the backs of saddled carnosaurs . . . any of these scenes, and the hundreds of other similar ones you can construct, will forcibly remind the characters that they are in a strange place.

Ancient Cultures

The antiquity of many of the cultures of the Hollow World is sure to be strange to any PCs who care about such things.

Not all will, of course. Many players only want their characters to slay monsters, gather the treasure, and impress good-looking NPCs, and they won't care whether the next race they meet comes from 5,000 years ago or last Wednesday.

But others will find it neat and unusual that so many of these cultures come from the ancient history of the outer world. And this is why many of the Hollow World's cultures are modeled on ancient cultures of the real world:

Hollow World Culture	Real-World Culture
Azcans	Aztecs
Jennites	Scythians
Milenians	Classical Greeks
Nithians	Dynastic Egyptians
Oltecs	Incas/Olmecs
Traldar	Bronze Age Greeks

This gives the players an instant feel for the antiquity of the specific cultures.

Hard Travel

Many of the instantaneous-travel spells which high-level player characters take for granted on the outer world just don't work in the Hollow World. *Fly* spells and magic items which simulate them (flying carpets, brooms of flying, etc.) still do work, but spells such as *teleport* do not. (See below, under *Magic in the Hollow World*, for more details on this.)

This means that the characters cannot instantly blink from one point to a more distant one. Travel in the Hollow World is slower and less convenient than that; often, it's an accomplishment merely to get from one point on the map to a more distant one, what with hungry dinosaurs and feuding ancient cultures in the way. Even when the whole party can *fly* from place to place, they're not immune to attacks from giant pteranodons or other flying monsters.

What this means, in the campaign, is that characters have to discover each new place they go; they can't breeze past it like tourists on a plane. And if you provide them some new, interesting, unique encounter every so often, you'll reinforce how dangerous and *different* the Hollow World is from the outer world.

No Easy Way Back

When the PCs first get to the Hollow World, they should have no easy, convenient way to get back to the outer world. They should have to work to find one, and that work will (of course) involve a lot of travel, exploration, following up on old legends, seeking out legendary artifacts, etc.

This makes the Hollow World a setting where the PCs, when they actually decide to *go* there, have to plan their trips as expeditions, not quick little shopping trips. And if the trip is an expedition, the PCs will have a better idea of what their eventual goal is, what sorts of equipment and resources they need to take, and so forth.

Player Irritation

On the other hand, be careful about overdoing it. If your players start to exhibit irritation because you're constantly throwing all these weird things in their face ("Listen, we *know* the sun doesn't go down. Shut up about it already!"), back off on your descriptions. At this point, they've gotten the idea that the place is strange and are familiar with the differences you've been describing.

The Scholarly NPC

One way to give your PCs some extra information whenever you wished, and sometimes to impress upon them the antiquity of a particular setting or of an interesting monster, is to have an NPC scholar accompany them.

This scholar should have General Skills such as Knowledges of History, Archaeology, and Botany, and should have a variety of languages—some modern, some dead.

This character could be accompanying the PCs (at the time they discover the Hollow World) for a variety of reasons. He could be the relative of one of them, wheedling his way into the party so that he can get out into the real world and *live* for once. Or, he could have heard about some interesting anomaly and hire the PCs as bodyguards; the anomaly he's investigating, of course, is what transports the PCs to the Hollow World.

This NPC is not a combat monster; he needs the PCs for protection. But he's a valuable source of information. He always knows a *little* bit about the culture the PCs are now meeting for the first time. (Sometimes he knows just enough to get them into serious trouble. For example: "No, historically the Nithians thought it was a mortal insult for visitors not to prostrate themselves before the Pharaoh. Used to cause them conniption fits, I'm told. Here, I'll demonstrate . . .")

And, if you need him for this purpose, he can also be a source of comic relief, dithering around, oblivious to the danger he's in as he sees some remarkable city or monster for the first time.

The First Outside Eyes

You can give your PCs an extra sense of accomplishment, and give them a special tie with the Hollow World, by making them the first outer-world characters to discover and systematically explore the Hollow World.

Sure, some outer-world characters have found the Hollow World before . . . but they've never

left, or have kept its secret to themselves and never done anything about it.

But the player character heroes will probably be the first to find it (most likely, by accident), then find their way out . . . and then decide what they want to *do* about the Hollow World.

Saving the Oppressed

Several of the cultures in the Hollow World are oppressed peoples; they're being bullied or threatened by some nastier culture. For instance, the Oltecs and some Neathar tribes are endangered by the Azcans.

Many of the other cultures in the *Atlas* chapter, though not listed as oppressed, can be made so with a little modification.

For instance, the Makai (Neathar tribe) could be threatened with extermination or slavery by the Merry Pirates. The Tanagoro and/or Jennites, if reduced a little in strength, could be caught in between the proverbial rock and the hard place: The Nithians and the Milenians. Either culture could need a group of hardy, experienced, outer-world adventurers to lead them to victory against their ancient enemies.

Mates in the Hollow World

The "lost worlds" genre that is the inspiration for the Hollow World is a very romantic one. If your players are so inclined, you could spark one or several romances between outer-world PCs and Hollow World natives.

And when it comes time for the player characters to decide to return to the outer world, they're faced with a hard choice. It should be obvious to them that their chosen mates will not adapt well or at all to the outer world. They have the choice then of trying to persuade their mates to leave the only land they've ever known, the one they love so much; or to leave their mates behind when they return to the outer world; or to decide to abandon the outer world and stay in the Hollow World permanently. Any of these is a tough decision to have to make, and this will be an interesting chapter in the lives of your PCs.

Forging Empires

The player characters may decide that the Hollow World is a setting which is rife for exploitation. With their superior magic and outer-world military knowledge, they could take charge of one or more cultures and build themselves an empire, something they are far less likely to be able to do on the outer world.

And this is quite all right: It's perfectly appropriate for the PCs to try this, and perfectly all right for you to let them succeed.

If they do succeed, it'll be no bed of roses for them. On the outer world, nations and empires tend to be more settled and established; borders do not change constantly, and even empires which are enemies (such as Thyatis and Alphatia) are not *constantly* at war.

Such is not the case in the Hollow World. The empire-builder PC will have to hold his nation together through force, intelligence, and strength of personality; it will be a constant struggle.

So if the PCs do decide to build themselves a nation, let them . . . but make their lives *interesting*. Surrounding enemies will always harry them; dinosaur migrations will endanger them; descendants of the old rulers will challenge them or try to assassinate them; foreign rulers will fall in love with and kidnap their mates; the heroes may find themselves captured and carried thousands of miles off in some random direction, and must hack their way back to their nations, ignorant of what has been happening back in their homelands while they've been gone.

Private Playground

Finally, the PCs may decide to leave the Hollow World as it is, and just return to it from time to time . . . keeping its secret, using it as a private, oversized playground and hunting preserve.

Again, there is nothing wrong with this approach; if they're having fun exploring, and you're having fun DMing (even though they have no long-term goals or interests) that's just fine.

Hollow World Player-Characters

Not all the PCs wandering the Hollow World have to be outer-worlders. Some can be natives of the Hollow World.

That's what the *Player's Guide* book is all about: It tells the players how to create native Hollow World characters.

Once you've read the Atlas chapter, read the *Player's Guide*. You're not going to want the players to read it to begin with; it's only useful to them when it's time for them to create Hollow World player characters. When that time has come, tell them to read the Introduction and the Character Creation section, then indicate to them which sections of the Character Backgrounds they can read (i.e., which races they can choose from to create their new PCs). Tell them to read no other sections of the Character Backgrounds chapter; you want to keep *some* secrets from your players, after all.

The Cultural Bias

As you'll see in the *Player's Guide*, Hollow World characters have to cope with something called the *cultural bias*.

The *cultural bias* is an important effect of the *Spell of Preservation*. It affects all characters born

in the Hollow World. The Spell inhibits their curiosity, preventing them from throwing off their ancient traditions and adopting the customs and weapons of other races . . . such as those of the player characters. Hollow World characters, both PCs and NPCs, always prefer the culture, customs, weapons, armor, and language of their original culture.

Because of the Spell of Preservation, this is more than just a personal preference. The Spell makes it hard for natives to violate the cultural bias.

If a Hollow World character decides to adopt clothing, weapons, armor, or other customs which do not belong in his native culture, he suffers some important penalties.

When he first defies his cultural bias to adopt outside customs, he begins earning experience points at half his usual rate. This penalty stays with him for three full experience levels. If the character starts adopting outside customs when he is within spitting distance of reaching 4th experience level, he must earn his way to 4th experience level, and then to 5th, 6th, and 7th, all while earning half experience. Once he's earned three full experience levels at half experience, he begins earning full experience again.

This reflects the fact that the character is uncomfortable and feels inhibited all the while he's breaking his ancient taboos. He knows he's defying the laws of his ancestors and his people. This makes it harder for him to learn, which is where the experience penalty comes from.

Once the character has earned only *one* full experience level while earning half experience points, he loses any Special Compensations (from the Character Backgrounds chapter) which pertain to his culture of origin.

And while the character is adhering to customs which are alien to his culture, his own people consider him an outsider. What was once his home is no longer his home.

So very few characters ever defy the cultural bias. Those who do have usually:

Fallen in love with a foreigner and decided to abandon home in order to accompany the foreigner;

Been exiled from or escaped from slavery from the native culture; or

Acquired such a personal debt to a foreigner that the only way to repay it is to accompany him everywhere as his eternal follower.

See the text on the *cultural bias* in the Character Creation chapter of the *Player's Guide* for more detail on how this all works.

Coping With the Cultural Bias

Now, the cultural bias imposes some severe restrictions on certain cultures.

For example, some races wear no armor, or only leather armor. It may be neat to play a brave native warrior who leaps from tree to tree, but it's not so neat when he's standing alongside plate-mail-clad outer-world warriors in a battle . . . and the native is beaten or hacked to pieces while the outer-worlders aren't.

So, when a Hollow World player character joins the party, try to work around his restrictions so that he doesn't feel like a second-class citizen in the campaign.

For instance, if a character comes from a culture where only leather armor is worn, let him find some magical leather which gives him an AC not too far away from the party norm. (Make sure the armor ends up in his hands; for instance, it could be awarded to him, personally, by a grateful rescuee.) If the character's culture wears no armor, substitute *bracers of defense*.

And be sure to put the characters in situations where the native character's skills, especially his Special Compensations, come into play; this, too, will make him feel like a much-needed member of the party, even if his armor class doesn't match those of his outer-world allies.

Magic In the Hollow World

We've made some changes to the way magic works in the Hollow World in order to give the setting some distinctive characteristics.

Spells That Don't Work

Not all spells which outer-world spellcasters know work within the Hollow World. A spellcaster who tries to cast one suffers no ill effects; the spell just doesn't work.

Some of the types of spells which just don't work in the Hollow World include:

Spells of Holding: Spells such as *hold person, hold monster.*

Spells of Charming and Commanding: Spells such as *snake charm, quest, charm person, charm monster, geas, charm plant, mass charm.*

Spells of Divination and Communication: Spells such as *know alignment, speak with dead, commune, ESP, contact outer plane.*

Spells of Summoning: Spells such as *insect plague, aerial servant, create normal animals, conjure elemental, invisible stalker, create normal monster, create magical monsters, create any monster.*

Spells of Immortality: Spells such as *raise dead, raise dead fully, reincarnation.*

Spells of Instantaneous Transportation: Spells such as *word of recall, travel, dimension door, teleport, summon object, teleport any object, travel, gate.*

With these restrictions, characters can't magically force monsters and NPCs to be their allies; they must use their own persuasiveness to make

friends. They can't tap into the minds of others, and must rely on their own perceptiveness to find out what others are thinking. They can't call in monsters from other planes to help them fight; the World-Shield prevents mortals from performing interplanar transportation of any sort while in the Hollow World. They can't hurl themselves with carefree abandon into fights, sure that they'll be *raised* if they fall; here, dead is dead. And they can't just pop all over the Hollow World map, or in and out of the Hollow World, at will; to explore, they have to fly over or stomp over every inch of ground, and to leave the Hollow World they must find the physical exit and travel through it. Nothing's easy in the Hollow World, and the restrictions on magic reflect this fact.

See the Character Creation chapter of the *Player's Guide* for a complete listing of spells which don't work and of spells which do work but are unknown by Hollow World magic-users.

Spells That Aren't Known

On the other hand, outer-world magic-users have certain advantages over their Hollow World counterparts. They know more and different spells.

Many spells which are commonly known on the outer world are unknown by any Hollow World spellcaster; either they've been developed in recent centuries, or the Hollow World magic-users have lost them. They still work just fine in the Hollow World; it's just that none of the native magic-users know them.

These include some of the most effective combat spells: *magic missile, sleep, fire ball, lightning bolt, confusion, polymorph others, cloudkill, telekinesis, death spell, power word stun, sword, power word blind, meteor swarm, power word kill.*

This gives the outer-world magic-user a significant advantage in the Hollow World; he probably knows more purely destructive magics than the Hollow World magic-user. He'll be more effective in combat. Likewise, he can find students willing to offer him much if he'll only teach them his spells.

Also, this gives the outer-world PCs a certain amount of fearsomeness among the Hollow World natives. Imagine the warriors of a primitive tribe who have never seen any of these spells; they attack the PC party and are suddenly scattered by a terrifying *fire ball*, something they have never seen before. If you want the PCs to be able to intimidate a native culture, just give them a fearful reaction to a spell which the outer-world heroes consider quite ordinary.

(On the other hand, the rulers and warriors of the more sophisticated cultures won't be so easily intimidated. The PCs will find that this tactic which works wonders on primitive tribes is merely startling and alarming to Schattenalfen, Azcans, Nithians, and Milenians; they'll be amazed but won't break ranks or rout.)

See the Character Creation chapter of the *Player's Guide* for a complete listing of spells which are not yet known to the Hollow World magic-users.

Magic Items That Don't Work

The magical effects which prevent some spells from working also affect magic items.

Magic items which simulate spells which don't work won't work either when in the Hollow World. A *potion of ESP* will work no better than the *ESP* spell, for instance.

Magic item effects which don't work in the Hollow World include: *alignment changing, animal control, charm person, clairaudience, clairvoyance, communication, crystal ball, detect/see invisible, djinni summoning, dragon control, dreamspeech, ESP, ethereality, giant control, human control, invisibility, plant control, sight, telepathy, teleportation, truth, undead control, wish.*

One exception is the mental contact which intelligent swords use to communicate with their owners. That still works in the Hollow World.

Other Effects

The *World-Shield*, that anti-magical gravity belt in the center of the world's crust, has another important effect: It makes it impossible for outer-world spellcasters to detect the Hollow World, or for Hollow World spellcasters to detect the outer world. This is why most members of each world are still ignorant of the other after all these thousands of years.

The Spell of Preservation

Be sure to re-read the History chapter, which goes into some detail on the *Spell of Preservation* and what it means to the Hollow World.

The Spell of Preservation won't prevent the player characters from doing much of what they'll probably want to do . . . unless what they want to do is to radically alter existing cultures.

Let's say, for example, that the PCs decide that they want to conquer a few native tribes, forge them into a true nation, upgrade their life-styles to outer-world, modern standards, and create their own empire to rival the Azcans or the Nithians.

Well, there are ways they can make this work, and ways in which it will automatically fail.

The PCs can, with enough manpower and military acumen, conquer Hollow World tribes, nations, even empires. That's possible.

But the PCs can't force the natives to undertake all new cultural elements, no matter how hard they try. For instance, if the PCs conquer a forest-dwelling, tree-walking tribe, then try to force

them to cut down the trees, build cities of stone, and wear hard leather shoes, they'll fail. The natives will never adopt these traits *en masse*; most will die first. Oh, a few will do as the PCs demand; they may be traitors to their race, or so taken with the PCs that they're willing to suffer the penalties brought on by the denial of their *cultural bias*, which we discussed above. But the vast majority of the tribe will not adapt; the PCs will either have to stop trying to enforce it, or kill their conquests.

The PCs could conquer a tribe and literally enslave it, clapping its members in chains, forcing them to wear clothes of the PCs' choice, forcing them to live in the PCs' city of stone. Were they to do so, these slaves would not abandon their original culture. In secret, they'd still speak their original language to each other, teach their old ways to their children, etc. The PCs would be plagued by escape attempts as the slaves attempted to return to the wild. Natives of the Hollow World just are not domesticable animals.

But here's another approach that *would* work, because it does not butt up against the Spell of Preservation.

The PCs could conquer a tribe and establish themselves as its rulers, allowing the tribesmen to live as they always have. They could lead the tribe in wars of conquest against other tribes, taking charge of each new tribe, but again not trying to change the society or culture of the conquered peoples.

Through this means, the PCs could build themselves an empire which is a united confederacy of individual tribes.

At this point, if the PCs wanted to build themselves a city and culture to suit themselves, they could—again, subject to certain considerations of the Spell of Preservation.

They could have the workmen of their empire build them a capital city. Most of those workmen, unless they were already city-dwellers, would not want to *live* there, and would return to be with their tribes once it was completed.

The PCs could establish the laws they preferred for their city, aiming those laws at the establishment of certain kinds of customs.

And who would live in the city? The PCs, of course. And, eventually, they would get other inhabitants from their empire: Non-player characters who are so impressed with the PCs that they decide to abandon their own ways and join the PCs. They won't be many in number, at least initially; the cultural bias penalties make most characters choose to adhere to their traditions. But the youthful warrior to whom one PC is a heroic father-figure, the native princess who has become smitten with one of the PCs, the foreign scholar who is fascinated with these outer-world people—all of them might ultimately come to live in the new city.

Over the years, more NPCs would join them from the conquered nations. Eventually, this generation would begin having children and perpetuate this new culture.

Whatever happens, the existing cultures from which these new followers come will not be changed; they will endure, even though a new culture constituted partly of former members of that culture has arisen.

Dealing With the Immortals

As you've seen in the History, Atlas, and Immortals chapters, the Immortals play a big part in the Hollow World.

The four major Immortal patrons of the Hollow World (Ka, Ordana, Korotiku, and Ixion) often add new cultures and races to the geography of the Hollow World. They keep a close eye on the world to ensure that other Immortals don't mess with it, and to make sure that whole cultures aren't destroyed by invasion, disease, or the forces of nature.

This isn't an easy job, and they aren't 100% successful.

The constant warfare occurring between some of the cultures means that some peoples are constantly in danger of annihilation.

Too, other Immortals—especially Entropic ones—are always plotting to destroy the Hollow World. Some are doing this for fun, some because they're the personal enemies of the Hollow World patrons, and some are doing so in order to set themselves up as the rulers of a dark, ugly Hollow World dedicated to *them*.

With all that said, it's obvious that the Immortals influence things in the Hollow World a lot.

But this doesn't mean that they will just appear *en masse* to correct a problem. The Immortals have a set of rules that they are supposed to live by: They are not supposed to interfere *directly* in the activities of mortals. When they do, the other Immortals can usually detect their magic use and will take steps to counter their plans. Even the four Immortal patrons of the Hollow World are bound by this restriction; if they start manifesting themselves on the planet's inner surface and striking down the mortal enemies of the races they protect, other Immortals will descend and make them suffer for it.

So the Immortals use different tactics. They manipulate mortals and monsters to do their bidding.

Some of them manipulate with the best of intentions; some manipulate because they feel it's their right; some manipulate because it's fun to twist and corrupt puny mortals. But all of them do it.

They supply their clerics with spells. They appear to mortals in dreams. They hatch grand plots. They drive mortals insane or to acts of great

courage and bravery. And they sometimes do walk the earth, in mortal form, where they cannot be detected by the other Immortals, and affect things directly. Sometimes a strategic assassination, a *cureall* cast at the right time, or some other little push will achieve an Immortal's aims as effectively as a huge, showy outpouring of Immortal energy.

All of this means that you shouldn't use the Immortals as though they were superheroes who descend to attack the heroes or bail them out of bad situations. They usually can't afford to. Don't have your PCs interact directly with the Immortals; these powerful beings use influence, dreams, hints, suggestions, and their mortal followers to achieve their ends . . . not direct force.

Modifying the Hollow World

The Hollow World setting is yours to use any way you want, and it has been set up so that you can modify it extensively—far more extensively, in fact, than you can easily modify the settings of the earlier outer-world *Gazetteers*.

The world-map included in the Hollow World shows all the continents and oceans of the setting . . . but the main map, the large color map, only shows about one-third of the Hollow World. The rest is virgin territory for you, and other writers contributing supplements to the Hollow World setting, to fill in.

So add to the map and to the setting. Add new races, new lost valleys, new monsters, and new history.

Do you want to have a culture resembling the feudal Japanese? Drop them on some spot of the map not currently occupied. Do you want to have a culture of shamanistic whale-worshipping goblins next to the sea? Put them there. Do you want mermen and sea-nymphs occupying a sunken island? Pick a place on the map for them.

You can relate these people to the history of the outer world, or have them be new—they've developed within the Hollow World and were never known in outer world history.

Often, the text of this Hollow World set will say that such-and-such race builds the biggest monuments known in the world, or is the only race which speaks a specific language, or is the only culture with a specific Immortal patron, or other such exclusive detail. Well, those details apply only to races listed in this boxed set. When you change things, change them to your liking and ignore what this boxed set says. If you want to have a race which builds bigger tombs than the pyramids, or have a human culture that is thousands of years older than the Oltecs, go right ahead; it's your setting to change.

Using the Hollow World With Other Settings

The Hollow World set was written with the D&D® game Known World setting in mind. Much of its history is linked to cultures which have been mentioned in the histories of other *Gazetteers*.

But this doesn't mean that the Hollow World is only *usable* with the Known World setting. That's not the case at all.

If you don't use the Known World setting, or would prefer not to have the Known World contain a vast inhabited hollow, that's fine. Just move the Hollow World to some other world!

With this approach, you simply establish that the Known World *is* the solid sphere that everyone believes it to be, and that some other world has this secret hollow world within it.

You will probably wish to make changes to the *History* and *Atlas* chapters to relate the Hollow World cultures to the history of the new world you've selected. If, for instance, your world never had a Classical-Greek-like civilization, you may have to establish that the Milenian culture developed within the Hollow World, or that it isn't there at all, and some other empire is.

Be careful if you decide to put the Hollow World within other world-settings published by TSR, Inc.; some of them have clearly defined cosmologies and planetary structures which would directly conflict with the description of the Hollow World. This doesn't mean you can't do it—only that you have to be aware of what the material published on the other world says, and what you have to change in order to accommodate the Hollow World.

The Hollow World and Spelljammers

If you're using **The Hollow World** *with the* AD&D® 2nd Edition game SPELLJAMMER™ supplement, here are a couple of things to note:

The polar openings in the Known World are visible from space, meaning that spelljammers cruising the ether can see that this world has openings into an inner world. In fact, some reddish light from the Hollow World's central sun does emerge through those polar openings.

The *World-Shield* does affect spelljammers' magic. A spelljamming vehicle entering through one of the polar openings will lose power catastrophically and crash-land within the Hollow World. You don't have to have them crash in the polar regions if you don't wish; the *World-Shield* could make the ship propulsion go awry and shoot the ship off to some more distant corner of the Hollow World. The crashed ship can be repaired, of course, but the spelljamming heroes will have to scour the Hollow World for the right parts and magical elements to get it operating again.

Many of you may be avid players of the ADVANCED DUNGEONS & DRAGONS® Game. For your convenience, we included this section to help you use this Gazetteer in your AD&D® campaign.

The differences between the D&D® and the AD&D games are small enough that adaptation should not be much of a problem. However, for those of you who are not familiar at all with D&D, there are a few details that need to be clarified. For simplicity and reference, topics appear in alphabetical order.

Keep in mind when adapting your D&D adventures, that AD&D characters are slightly tougher at low level, but D&D characters can deliver much more damage at middle and high levels.

The D&D game is designed to handle very high levels of play, up to a maximum of level 36. It is suggested that you keep the same levels of experience in the two games, up to level 20. Beyond, assume that each two D&D game levels equal one character level in the AD&D game, rounded up. Using this, a level 36 wizard would turn out be a level 28 arch-mage in the AD&D game.

Alignments: D&D game characters have only three alignments Lawful, Neutral, or Chaotic. In the AD&D game, assign Good, Evil, or Neutral alignments, depending on the context.

Armor Class: Unarmored characters in the D&D game have AC 9, but in AD&D, these characters have AC 10.

Classes: In the D&D game, elves, dwarves, and halflings actually are character classes. D&D game elves correspond to AD&D game elven *fighter/magic-users*. D&D game dwarves and halflings are *fighters*. At high levels, D&D game demi-humans use *Attack Ranks*, which are abilities to fight better. Ignore these in the AD&D game. Human fighters, clerics, magic-users, and thieves are unchanged.

Coins (cn): The *cn* abbreviation stands for *coin* and is a measure of weight equal to the AD&D game *gp*.

Dominions: These are lands under a character's rule, like AD&D game baronies. Rulers receive taxes from inhabitants as well as income from natural resources and services. D&D game dominion populations grow an average 15% - 5d10 people per month. At 50 inhabitants per square mile, the growth tops out at 1d5% 5d10 people. Use AD&D game taxation.

Equipment: The terminology in the D&D game is very similar to that in the AD&D game. Equipment cost, encumbrance, and damage in combat are slightly different, but not enough to be worth mentioning. Use the AD&D game statistics.

Encumbrance: See *cn* or *Coins*.

Experience: Total accumulated experience for characters is also different between the two games, but again, not enough to have a substantial effect on play. Everybody understands the difference between a level 1 magic-user and a level 15 wizard.

Immortals: These are equivalent to the AD&D game deities. Immortals often are NPCs who reached level 36, and completed a heroic quest of some sort. Immortals belong to various "spheres", such as:

Matter: Usually related to lawful beings, fighter types, or the earth element. Opposed to the Sphere of Time.

Energy: Usually related to chaos, magic-users, or the element of fire. Opposed to the Sphere of Thought.

Time: Usually related to neutral beings, cleric types, or the element of water. Opposes the Sphere of Matter.

Thought: Usually related to any alignment, thief types, or the element or air. Opposes the Sphere of Energy.

Entropy: Not related to anything except destruction, it opposes all other spheres. It corresponds to the AD&D game lower planes. Lords of Entropy are demons.

Morale: Whenever NPCs or monsters run into difficulties, especially during combat, there is a possibility they would surrender or flee. Use the AD&D game reaction/loyalty system.

Monsters: Some monsters mentioned in this supplement do not exist in the AD&D game. Simply replace them with another appropriate creature. Keep an eye on play balance; differences in HD and special abilities may occur at times, calling for adjustments.

Movement: Movement rates in the D&D game are given in *feet/turn*, and then in parentheses, in *feet/round*. In the D&D game, 100'/turn equals 10"/round in the AD&D game.

Ranges: All distances are expressed in *feet*, rather than inches. Assume 10 feet are equivalent to 1" in the AD&D game.

Rounds: Rounds and turns are used the same way in both games. The D&D game does not use segments. A D&D game round equals one minute; a D&D game turn equals 60 rounds—for more simplicity use the AD&D game equivalents, without converting.

Spells: Some D&D game spells have slightly different names than their AD&D game counterparts. Simply use what comes closest. Modify the number of memorized spells listed for spell-casters, to match the AD&D game rules.

War Machine: This is a mass combat system developed in the D&D game, that has no equivalent in the AD&D game. *BR* stands for *Battle Rating* and is used only for the War Machine. We suggest the BATTLESYSTEM™ Fantasy Combat Supplement which works for both games.

Weapon Mastery: Ignore details for D&D game weapon mastery and replace with the AD&D game equivalent.

Wokani: Similar to witch-doctors (see AD&D game Tribal Spell-Casters).



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DUNGEONS & DRAGONS

HOLLOW WORLD



Player's Guide

by Aaron Allston

HOLLOW WORLD

An Official DUNGEONS & DRAGONS® Game Supplement

The Hollow World

by Aaron Allston

Book Two: Player's Guide

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Introduction

This book is the *Player's Guide* to the Hollow World. It's a guide to character creation; use it if you're planning to create a player-character from the Hollow World.

Now, in most campaigns, players won't start off creating Hollow World characters; they're much more likely to create PCs from the Known World first, then create Hollow World characters only after the campaign has begun.

It could happen that one of the outside-world PCs dies, in which case the player's next character will probably be one of the natives of the Hollow World. It could happen that, once the PC party is adventuring within the Hollow World, the player will find himself more interested in playing a Hollow World character, in which case he may want to abandon his outer-world character and create a new PC.

Whatever the case, it's likely that you've already been introduced to the Hollow World setting. And if that's the case, then you already know that things aren't the same as in the outer world.

In the outer world, a character can expect to know something about the world in general. He knows that if the soldiers of his nation carry steel swords and use longbows and crossbows, ride horses and use lances, and make big engines of destruction for sieges, that the soldiers of many other countries will do so as well.

None of that is true in the Hollow World. Here, the warriors of one nation might use bronze weapons and armor, and ride chariots, while the warriors one valley over might be primitives who wear animal skins and wield stone-tipped spears and arrows; neither race might know about the other until a group of adventurers brings them the news.

Because the PCs know so very little about the whole Hollow World setting (the outer-world PCs know least of all, but the Hollow World PCs are in the dark about a *lot*), you can't just read this whole Player's Guide all the way through and then decide which culture you want to come from . . . unless the DM says you can do precisely that.

More commonly, the DM will select several races from which the player can choose . . . and the player may then read only the sections on those races.

You need to read the following chapter, Character Creation, and then ask the DM which sections of the Character Backgrounds chapter you may read. The DM should choose the races which he wants you to know about, and you can then read those sections and create a player-character from one of those cultures.

So move on to the Character Creation chapter, then ask your DM what else you should read.

A Note from the Editor: In this product, you'll notice one change in terminology. Humanoid magic-users are now called "wokani." No change has been made to them other than this; they still do all the things they did before.

It was hard digging in this dense, rocky soil, but none of the warriors complained. It was, after all, bad form to grumble about hardship when digging a grave for a dead friend. So they toiled in turn, two men digging, two men resting, until the hole in the earth reached an appropriate depth.

How long did that take? They didn't know. The men didn't have much of a sense of time passing: That blasted red sun hung high, as though it were always noon, no matter how many hours passed.

Klytius Kantrides helped his companions wrap their dead comrade in a layer of sackcloth; then they lowered his body into the grave. When that was done, the men silently looked from one to the next, waiting for someone to say a few words over the deceased. Inevitably, all eyes turned to Klytius.

Kantrides sighed, brushed some dirt from his trousers, and stood at the head of the grave, looking down on the still form of his friend.

"Don't have much to say," he began laconically. "Navonne, you were a good man. Didn't cheat anyone, except in gambling. Didn't run when a chum was in trouble. Did right by all your women and children; it's a good thing none of your wives knew about one another, or we'd have put you in the earth long before now.

"You always wanted to explore new lands, to see places no one had seen before. So you followed me here, where the sun hangs in the same place in the sky day and night, where no Thyatian eyes have ever fallen before. Now, something got you—a two-legged lizard the size of a dragon, twice as mean, five times as stupid, ten times as hungry . . . and I'm sorry I brought you here. I hope wherever you are now, you're following someone with more sense than I have."

Brusquely, he gestured for his companions to begin filling in the grave. He had to think—to figure out how he was going to get himself and his surviving friends back to the place where they'd entered this bizarre world.

His attention fell on the natives, the men and women in skins, holding their stone-tipped spears. They obviously understood what the funeral was; they kept respectfully back, speaking soberly and quietly among themselves. They'd tried to help, tried to keep the jaws of that house-sized lizard off Navonne; but, like Kantrides and his outer-world friends, they'd failed.

Klytius had learned a few words of their simple speech, and he addressed them. "Hey. We go. We go now. Far away. Find new places. Any you want to go?"

The natives looked at one another, most giving away no expression, but one—a youth, a strapping boy of maybe sixteen years—stepped forward. He indicated himself, tapping his chest: "Togar. Great hunter. Go with you. Find beautiful mate, far-away land."

In spite of himself, Klytius grinned. The natives' enthusiasm was infectious. Their naivete was charming rather than infuriating. Perhaps, in fact, it *wasn't* really naivete, for their world really was simpler and more honest than his. "Good. Gather weapons, gather food. We go soon."

As the grave filled, so much more rapidly than it had emptied, Klytius wondered how many more old friends he might leave in this foreign soil . . . and how many more new and alien allies he might find here.

If you're planning to create a player-character who comes from the Hollow World, this chapter is the place to start. But be warned: The Hollow World is a strange place, and you can't create every type of player-character in every Hollow World setting.

As an obvious example, you won't be creating an elvish player-character from dwarven homelands. But there are other, less obvious restrictions on your choice of a character class and race. For example, magic is not as common in the Hollow World; fewer citizens of any one tribe or nation will be magic-users or clerics.

On the other hand, in the Hollow World you can have player-characters from races not ordinarily allowed: Orcs, lizard men, and even stranger options.

Character Classes

In general, the character classes known to you from the normal D&D® game (cleric, fighter, magic-user, thief, dwarf, elf, halfling) are all available in the Hollow World. However, not all of them are available in all locations. Some human cultures, for instance, might not have *any* thieves.

Each section in the Character Backgrounds chapter will describe which character classes are available and which are not in that setting.

The Hollow World, because it is a strange place (a setting where magic just doesn't work normally), places limitations on these character classes: the cleric, the druid, the magic-user, and the elf.

Limitations on the Cleric Class

Who Can Be a Cleric

A character who has grown up in the Hollow World cannot become a cleric unless he has a Wisdom ability score of at least 16.

This must be a *natural* 16, too. Many campaigns allow characters to trade ability score points back and forth to raise preferred scores and lower others. In such a campaign, a player can't create a character with a lower Wisdom score, artificially raise it to 16, and choose to become a cleric. *He must have rolled at least a score of 16 in Wisdom.*

Though the cleric is required to have a high initial Wisdom score, he still receives the +10% experience bonus appropriate for his high score.

The clerical *turning undead* ability works just fine in the Hollow World. (Of course, undead already tend to be rarer, simply because the sun is up all the time.)

Experience Levels

Just as on the outer world, a Hollow World cleric can conceivably reach 36th experience level.

Limits on Spells: Useless Spells

The following clerical spells simply don't work within the Hollow World.

Second Level: Hold Person
Know Alignment
Snake Charm
Third Level: Speak with the Dead
Fifth Level: Commune
Insect Plague
Quest
Raise Dead *
Truesight
Sixth Level: Aerial Servant
Create Normal Animals
Word of Recall
Seventh Level: Raise Dead Fully *
Travel
Wish

Unaffected Spells

The following clerical spells work in the Hollow World just as they normally do in the outer world, and are known to clerics in the Hollow World.

First Level: Cure Light Wounds *
Detect Evil *
Detect Magic
Light *
Protection From Evil
Purify Food and Water
Remove Fear *
Resist Cold
Second Level: Bless *
Find Traps
Resist Fire
Silence 15' Radius
Speak With Animals
Third Level: Continual Light *
Cure Blindness
Cure Disease *
Growth of Animal
Locate Object
Remove Curse *
Striking
Fourth Level: Animate Dead
Create Water
Cure Serious Wounds *
Dispel Magic
Neutralize Poison *
Protection from Evil 10' Radius
Speak with Plants
Sticks to Snakes
Fifth Level: Create Food
Cure Critical Wounds *
Dispel Evil
Sixth Level: Animate Objects
Barrier
Cureall
Find the Path
Speak with Monsters *
Seventh Level: Earthquake
Holy Word
Restore *
Survival
Wizardry

Limitations on the Druid Class

Who Can Be a Druid

A neutral-alignment Hollow World cleric can become a druid in exactly the same way an outer-world cleric does.

Experience Levels

Just as on the outer world, a Hollow World druid can theoretically reach 36th level of experience.

The Hollow World has its own hierarchy of druids. When a Hollow World druid reaches 30th level, he will be forced to fight another Hollow World druid. There are nine 30th-level Hollow World druids just as there are nine 30th-level outer world druids.

If a high-level (30th + level) Hollow World druid were to travel to the outer world, he'd find himself compelled to challenge one of the outer-world druids of his own rank, in order to retain his position; if he lost the challenge, he would lose an experience level. Likewise, a high-level outer-world druid travelling to the Hollow World would be compelled to challenge one of the Hollow-World druids in order to retain his current experience level.

Limits on Spells: Useless Spells

The following druidic spells simply don't work within the Hollow World.

Third Level:	Hold Animal
Sixth Level:	Transport Through Plants
Seventh Level:	Summon Elemental

Unaffected Spells

The following druidic spells work in the Hollow World just as they normally do in the outer world, and are known to druids in the Hollow World.

First Level:	Detect Danger
	Faerie Fire
	Locate
	Predict Weather
Second Level:	Heat Metal
	Obscure
	Produce Fire
	Warp Wood
Third Level:	Call Lightning
	Protection from Poison
	Water Breathing
Fourth Level:	Control Temperature 10′ radius
	Plant Door
	Protection from Lightning
	Summon Animals
Fifth Level:	Anti-Plant Shell
	Control Winds
	Dissolve
	Pass Plant
Sixth Level:	Anti-Animal Shell
	Summon Weather
	Turn Wood
Seventh Level:	Creeping Doom
	Metal to Wood
	Weather Control

Limitations on the Magic-User Class

Who Can Be a Magic-User

A character who has grown up in the Hollow World cannot become a magic-user unless he has an Intelligence ability score of at least 16.

As with the cleric above, this must be a natural 16; the character may not have adjusted it up from a lower score before starting play. If the character did not roll a natural 16 or higher in Intelligence, he cannot be a magic-user.

Though the magic-user is required to have a high initial Intelligence score, he still receives the +10% experience bonus appropriate for his high score.

Experience Levels

Just as on the outer world, a Hollow World magic-user can theoretically reach 36th experience level.

Limits on Spells: Useless Spells

The following magic-user spells do not work within the Hollow World, and are unknown to magic-users within the Hollow World. If a magic-user carries knowledge of these spells (in his spell books) into the Hollow World, nothing happens to that knowledge . . . the spells simply do not function.

First Level:	Charm Person
	Floating Disk
	Ventriloquism
Second Level:	Detect Invisible
	ESP
	Invisibility
Third Level:	Clairvoyance
	Hold Person
	Invisibility 10′ radius
Fourth Level:	Charm Monster
	Dimension Door
Fifth Level:	Conjure Elemental
	Contact Outer Plane
	Hold Monster
	Magic Jar
	Teleport
Sixth Level:	Death Spell
	Disintegrate
	Geas *
	Invisible Stalker
	Reincarnation
Seventh Level:	Charm Plant
	Create Normal Monsters
	Lore
	Mass Invisibility
	Summon Object
	Teleport any Object
Eighth Level:	Create Magical Monsters
	Mass Charm *
	Travel
Ninth Level:	Create Any Monster
	Gate *
	Wish

Limits on Spells: Unknown Spells

The following magic-user spells work, but are not yet known, within the Hollow World (i.e., a character from the Hollow World cannot learn any of these spells until he studies with an outer-world magic-user who knows the spells).

First Level:	Magic Missile
	Read Languages
	Shield
	Sleep
Second Level:	Mirror Image
Third Level:	Fire Ball
	Lightning Bolt
	Water Breathing
Fourth Level:	Confusion
	Ice Storm/Wall
	Massmorph
	Polymorph Others
	Polymorph Self

Fifth Level:	Animate Dead
	Cloudkill
	Feeblemind
	Telekinesis
Sixth Level:	Death Spell
	Disintegrate
	Wall of Iron
	Weather Control
Seventh Level:	Delayed Blast Fire Ball
	Power Word Stun
	Reverse Gravity
	Sword
Eighth Level:	Explosive Cloud
	Force Field
	Mind Barrier
	Polymorph any Object
	Power Word Blind
Ninth Level:	Maze
	Meteor Swarm
	Power Word Kill
	Prismatic Wall
	Timestop

Unaffected Spells

The following magic-user spells work in the Hollow World just as they normally do in the outer world:

First Level:	Detect Magic
	Hold Portal
	Light
	Protection from Evil
	Read Magic
Second Level:	Continual Light
	Detect Evil
	Knock
	Levitate
	Locate Object
	Phantasmal Force
	Web
	Wizard Lock
Third Level:	Dispel Magic
	Fly
	Haste *
	Infravision
	Protection from Evil 10' radius
	Protection from Normal Missiles
Fourth Level:	Growth of Plants *
	Hallucinatory Terrain
	Remove Curse *
	Wall of Fire
	Wizard Eye
Fifth Level:	Dissolve *
	Pass-Wall
	Wall of Stone
Sixth Level:	Anti-Magic Shell
	Lower Water
	Move Earth
	Projected Image
	Stone to Flesh *
Seventh Level:	Magic Door *
	Statue
Eighth Level:	Clone
	Dance
	Permanence
	Symbol
Ninth Level:	Contingency
	Heal
	Immunity
	Shapechange

Magic-using denizens of the Floating Continents know a spell which allows them to survive airless altitudes. This is the *create air* spell.

Third-Level Magic-User Spell

Create Air
Range: Immediate area, 8,000 cu. ft.
Duration: 1 hour per level of caster
Effect: Provides breathable air

This spell is used to provide breathable air, customarily in areas where otherwise there is none to be had. It is cast on a volume of 8,000 cubic feet (such as a 20'x20'x20' room) and, while it is in effect, everyone in that area has clean air to breathe. Most commonly, it's used when dungeon explorers are trapped in an area where air is running out.

When cast as described above, the spell effect stays in one place; it does not move with the caster. However, it can be cast on (a) enclosed vehicle interiors (such as the below-deck areas of ships), (b) living creatures, or (c) pieces of equipment.

When cast on an enclosed vehicle, it will provide pressurized air for the duration of the spell effect, and the spell will travel with the vehicle on which it is cast.

When cast on a living creature, it allows that creature to breathe normally in an area which would not normally provide air. It is not the same as *water breathing*; a character with *create air* cast on him can dive into the water and breathe, but will always have great clouds of air bubbling up from him, making stealthy travel an impossibility.

When cast on a specific piece of equipment, such as a medallion or a helmet, the wearer of that equipment can breathe normally while wearing that equipment.

A flying creature on which this spell is cast can not only breathe in hostile environments, it can fly through airless void. This means that a pegasus-rider could cast one spell on himself and one on his pegasus, and then the two of them could fly up even to the Floating Continents which fly above the level of breathable atmosphere.

This spell does not protect characters from the effects of poison gases.

Many magic-users in the Hollow World know this spell and can teach it to outer-world characters.

Limitations on the Elf Class

Who Can Be an Elf

Just as on the outer world, a character can be an elf if he has an Intelligence score of at least a 9 when he is first played.

However — an elf cannot wield magic if he has an Intelligence of less than 16. If his Intelligence score is a 15 or lower when he is first played, he cannot ever learn magic while he is within the Hollow World.

This results in a situation where most elves, both PCs and NPCs, don't know the magic spells which their outer-world cousins do.

If you want to create a Hollow World elf character (from an appropriate elven homeland), you have a couple of options.

If the elf you create has an Intelligence score of 16, 17 or 18, you can create an ordinary elf who has both fighting and magic abilities.

But if the elf you create has an Intelligence score of 15 or less, you can create a warrior-elf: An elf who has no initial magical training. You can find the rules for creating the warrior-elf below, under *New Races and Character Classes.*

Spells Not Listed Here

Some D&D® game supplements introduce new spells into the game system. They aren't listed on the spell charts above.



It's the DM's job to decide on which chart a new spell belongs. To do so, he should compare the new spell to existing spells. If, for example, a new spell looks a lot like *force field*, he can look on the charts above and determine that *force field* is a spell which works in the Hollow World but is not known to Hollow World magicians; the DM should decide that this new spell is in the same position.

Immortal Magic

Just because mortals can't use some spells in the Hollow World, it doesn't mean that the Immortals can't. They can use all spells normally in the Hollow World.

What All This Means

There are powerful anti-magic influences at work in the Hollow World, and only the DM knows all the effects of those influences. However, it should be obvious to you that because of all these rules and restrictions, there are fewer clerics, druids, magic-users and magical elves in the Hollow World than there are on the outer world. Because spell-casting characters are rarer, and so they're looked upon with substantially more respect and suspicion than they are on the outer world.

New Races and Character Classes

The Hollow World is not limited to the seven normal D&D® game character classes. The Hollow World has nations and tribes of creatures far stranger than those found on the outer world . . . and that's saying something.

So it's possible to create characters who don't belong to any of those normal classes. In the *Character Backgrounds* chapter, which immediately follows this chapter, there are rules for creating several new types of player-characters.

Just above, we discussed the warrior-elf, which is one such non-standard character race. Here are the rules for creating warrior-elf characters.

The Warrior-Elf Class

The warrior-elf is just a "stripped-down" elf. He follows most of the ordinary rules for the elf. He gains experience levels faster than the normal elf, and has no spell abilities like the normal elf.

However, the warrior-elf who leaves the Hollow World to wander the outer world can learn magic there. We'll explain how in just a moment.

Warrior-Elf Experience

On the chart below, ordinary elves (those who learn both fighting and magic from their youth) use the "Normal Elf" column to determine the experience required to gain experience levels.

Warrior-elves, those Hollow World elves who do not normally learn magic, use the next column: "Warrior-Elf Without Magic." When a warrior-elf earns 2,000 points of experience, he becomes a second-level warrior-elf; when he has earned a total of 4,000, he becomes a third-level warrior-elf.

Elf and Warrior-Elf Experience Table

Level	Normal Elf	Warrior-Elf Without Magic	Magic Learned Later in Life
1	0	0	2,000
2	4,000	2,000	4,000
3	8,000	4,000	8,000
4	16,000	8,000	16,000
5	32,000	16,000	32,000
6	64,000	32,000	64,000
7	120,000	64,000	120,000
8	250,000	120,000	240,000
9	400,000	240,000	360,000
10	600,000	360,000	480,000

If a Hollow World warrior-elf leaves the Hollow World to go to the outer world, he can learn his "lost magic." He does this by spending some of his earned experience on normal level advancement, and spending some on the "Magic Learned Later in Life" column.

The warrior-elf learning magic after he has already begun play may learn up to two experience levels of magical knowledge per one normal experience level he earns. He may not earn a magic-user experience level that is higher than his basic warrior-elf experience level.

Once the warrior-elf has earned a magic-user experience level equal to his warrior-elf experience level, he may "switch over" to using the Normal Elf experience column on the chart above.

Example: Triliath is a warrior-elf from the Hollow World. He has an Intelligence score of 15 and so is incapable of learning magic while he is in the Hollow World.

He adventures extensively in the Hollow World, and meets a group of outer-world adventurers. When he is 4th level (he has earned 8,000 experience points), he and his friends travel to the outer world.

Once he is on the outer world, he begins study of magic. While he is 4th level as a warrior-elf, he spends 4,000 of his earned experience points on Magic Learned Later in Life and progresses to 2nd level as an elven magic-user. He can progress no further until he is 5th level, so he'll devote the rest of his experience to reaching 5th level as a



warrior-elf. Once he has spent a total of 16,000 experience points on progression as a warrior-elf, he is 5th level as a warrior-elf. He now continues his magical learning. After spending another 8,000 experience points (for a total of 16,000 spent on Magic Learned Later in Life), he is 4th level as an elf-magician.

He's earned his way to 2nd-level magic use while at 4th level, and up to 4th-level magic use while at 5th level. If he continues at this rate, he'll earn his way to 6th-level magic use while at 6th level. Now, his warrior-elf and elf magic-user levels are the same. Instead of using the "Warrior Elf" and "Magic Learned Later in Life" columns from the chart above, he'll use the "Normal Elf" column. Since it costs a normal elf 56,000 experience points to go from 6th to 7th level, that's what it will cost Triliath, too.

If the character reaches 10th experience level as a warrior-elf without earning a similar level as an elf magic-user, he may now devote all his experience to learning magic until he has reached 10th level as a magic-user as well.

The warrior-elf who learns magic in the outer world and later returns to the Hollow World can use his magic normally in the Hollow World and, in spite of his "low" Intelligence score, *can continue to advance in experience levels as a magic-using elf.*

Hit Dice

Both normal elves and warrior-elves use a six-sided die (1d6) to determine their hit points.

Armor and Weapons

Warrior-elves, like normal elves, may wear any kind of armor and shield, and may use any weapon.

Special Abilities

The warrior-elf has the same special abilities of Infravision, Languages, Detection, and Immunity to Ghoul Paralysis as normal elves.

Limits on Spell Learning

The elf who is able to use magic is limited to the same spell choices as the magic-user, as described above under *Limitations on the Magic-User Class.*

Shamans and Wokani

Several of the monster races now allowed for use as player-characters have *shamans* and *wokani* among them. (See your *Master DM's Book*, page 21, for more on these humanoid spellcasters.)

For a monster to become a spellcaster or to gain new levels as a spellcaster requires him to spend extra experience points. The character must earn and spend the appropriate number of experience points before reaching each experience level. In effect, these extra experience point costs are added to his Experience Table from the moment his magical apprenticeship begins.

Spell-Caster Extra Experience Table

Spell-Casting	Extra Experience
Level 1	1,000 XP
Level 2	2,000 XP
Level 3	4,000 XP
Level 4	8,000 XP
Level 5	16,000 XP
Level 6	32,000 XP
Level 7	64,000 XP
Level 8	130,000 XP
Level 9	260,000 XP

+200,000 XP for each subsequent level

Example: Gruekk, a fifth-level Beastman, has just been apprenticed as a shaman.

To reach 6th level as a Beastman, he needs 9,400 XP (this amount is derived from the Beastman experience chart in the next chapter). To reach 1st level as a shaman, he needs 1,000 XP. So he will need 10,400 to reach his next experience level as a Beastman shaman.

Common Traits of Hollow World Characters

If you're creating a Hollow World character, here are a couple of things to keep in mind:

The Common Tongue

Almost every culture in the Hollow World has its own language. However, there is a "common tongue" which every intelligent being in the Hollow World speaks: Neathar. It is an ancient, simple human language, spoken by the Thousand Tribes of Neathar. Many modern languages known on the outside world (including Traladaran, Thyatian, and others) are descended from Neathar.

When Hollow World residents meet outsiders, they try to speak to them in Neathar; if the outsiders don't respond to any known tongue, the Hollow World residents usually try to teach them Neathar first (because it's invariably a simpler, faster language to learn than their native language).

The World

Most residents of the Hollow World simply call the world "the world." Some use the Neathar word for earth, *terat*, to give a name to the world. Others call it "the world of the eternal sun."

Measurements

Distance in the Hollow World is usually measured in *paces*, *flights*, and *marches*.

A *pace* is about three feet. If a character says he traveled a dozen paces, he means about 36 feet.

A *flight* is the maximum flight of a D&D® game longbow shaft—210', or 70 paces.

A *march* is the usual amount of distance a character travels between sleeps, which is about 20 miles (or 500 flights).

Time in the Hollow World is usually measured in *beats*, *sleeps*, and *circles*.

A *beat* is roughly the beat of a ceremonial drum—or a calm, healthy heart. It represents approximately one second of time.

A *sleep* is the time from the start of one "night's" sleep to the start of the next. Though someone may sleep a few hours, work a few hours, sleep many hours, and then work many hours, in a very anarchic pattern, a *sleep* averages out to be about 24 hours, the same as an outer-world day.

A *circle* is the time it takes the Floating Continents to go through all their revolutions around the central sun, and corresponds to exactly one outer-world year; that's the way the Immortals arranged matters.

The World-Change

Most cultures on the Hollow World believe that they have been transported to an entirely new world. They tend to elaborate on this belief: They were the denizens of their race who were so noble, so great that the Immortals chose to save them, and the Immortals then destroyed the true world—or made it uninhabitable.

Now, this leads to some confusion when members of two different cultures come together, one of whom was more advanced than the other when it was transplanted from the outer world. If he is well-versed in the history of his culture, one will inevitably say to the other, "Yes, our history speaks of your people, a proud race utterly wiped out by disease a thousand years ago; no, the other world still flourished for a millennium after you died out, and was destroyed after we were brought to the world of the eternal sun . . ."

The other fellow will then think one of four things:

(1) The speaker is wrong: he's from some entirely different world, and is just remembering his history wrong. (An argument usually results.)

(2) The speaker is lying. (A fight usually results.)

(3) The speaker is just misinterpreting history. The world really *was* wrecked after the earlier race was saved, and the speaker belongs to a degenerate culture which rose pitifully up from the ashes afterwards. (The speaker's to be pitied, really; best not to shatter his illusions.)



(4) The speaker is telling the truth. (This last result is pretty rare; it usually takes an open-minded scholar to come to that conclusion.)

However, even that exchange of opinions is pretty rare. People in the Hollow World don't have much of a sense of history; few ever received the formal education necessary to become a scholar in ancient history. Most people tend to think that they came from the real world, and every other culture came from somewhere else.

Clothing and Armor

Here we get to a subject that can be quite sticky.

Because of magical conditions within the Hollow World, characters native to this world always prefer their own culture's clothing, weapons, and armor. This preference is called the *cultural bias.* But what does it mean?

First, a Hollow World-born character, even a player-character, must refuse to regularly carry and use a weapon or type of armor which is unlike one of those found in his culture. He could use one in an emergency, but would not want to carry it with him or become proficient with it. If he uses a piece of armor or weapon that is like that of his own culture, but looks a little different, he must try to alter it to make it look more like that of his own culture. (For instance, if the hero is of a Bronze Age culture which uses bronze plate mail, and picks up a set of iron plate mail elsewhere, he must at his earliest opportunity make it look as much as possible as the armor of his own people—for instance, by painting it bronze and painting on clan-marks and heraldic designs of his own culture.)

Second, a character must refuse to wear clothing unlike that of his culture unless he is physically forced to do so. (Friends do not force friends to do this; it ends friendships quickly.)

Example of Use

Here's how this works in an actual campaign.

Example: Let's say you've chosen to play Togar, a primitive tribesman whose culture wears nothing more complicated than leather armor, does not use shields, and uses only bows, spears, daggers, and slings.

*In a combat, Togar and his new outer-world friends are fighting a group of enemies gathered from several foreign cultures. Togar's spear is broken. He has a choice between using the dagger at his belt or the sword lying on the ground. He must choose to use the dagger—*unless *he knows it cannot harm the foes at all, and he knows he must use the sword to save one of his friends. If those conditions are in play, he can pick up the sword and use it. He will not wish to keep it, learn to use it, or carry it with him after the fight. If those conditions are not in effect, he may not use the sword.*

Once the fight is done, the heroes have a lot of weapons of the enemy to choose among. Togar must confine himself to choosing weapons similar to those of his culture: Bow, spear, dagger, and sling.

Later, the heroes visit the city of a culture unknown to them. It would make a lot of sense for them to find spare clothes of local citizens and dress up in them, enabling them to sneak into the city and give it a look before declaring their presence. Togar must refuse to do so—again, unless the life of someone he cares for is immediately *in danger because of his refusal. He can stay outside the city, he can go in with his allies and pretend to be their tribal prisoner, he can sneak in and try to remain unseen—but he won't wear the clothes of these foreign people.*

Now, this restriction is not total. It can be defied, as we'll explain below.

This restriction brings with it some compensations. The description of each culture, in the next chapter, describes some special ability compensations offered to characters who are extremely limited in their choice of weapons or armor.

Defying This Restriction

A player-character does not absolutely have to follow his cultural bias against foreign weapons, armor, and clothes. He *should* . . . but does not have to. An example of a character who does not follow his cultural dictates is one who finds a group of foreigners so fascinating that he wants to be just like them.

However, if he does not follow his cultural dictates, the character will suffer some penalties.

(1) He earns only half-experience for three full experience levels. If he is second level and begins ignoring his cultural bias, he earns one-half experience up to third level (which will be a partial, not a full, level), through fourth, fifth, and sixth levels. Once he reaches sixth experience level, he resumes the earning of full experience points. If at any time he resumes the customs of his people, he begins earning experience at the normal rate again . . . but if he later abandons his customs again, he starts over from the beginning on the three-full-levels path.

(2) He may lose some or all Special Compensations (from the *Character Backgrounds* chapter) after the first experience level he gains. If he later goes back to his culture's customs, he will regain those Special Compensations after he has earned one full experience level while behaving in the manner of his culture.

Not all Special Compensations can be lost; here are the guidelines for this situation:

Type of Special Compensation	Effect on Compensation if Cultural Bias is Violated
AC bonus	Disappears
Bonus to running	Disappears
HP bonuses	Not gained on subsequent XP levels; previous gains do not disappear
Ignores cultural bias	None
Thief abilities	Stop improving
Thief ability bonuses	Disappear
Weapon bonuses	Disappear

(3) While he behaves in a manner unsuitable to members of his culture, other people of his culture will consider him an outsider—perhaps even an exile or a traitor (DM's choice). If he resumes his cultural habits, they will soon accept him again. But if the character earns three full experience levels while denying his cultural bias, he will *permanently* be an outcast to his people. (After that point, even if he briefly resumes the cultural bias and customs while among his people, they will always instinctively feel that there is something odd about him.)

So, obviously, a Hollow World character can meet outer world characters, identify with them more strongly than with his own culture, and eventually break all his life's years of customs to be more like them. If he does, he will suffer three full experience levels of half-experience gain and will be an outcast from his people; but if he's willing to pay that price, he can defy the magical forces which keep the Hollow World traditions unchanging and eternal.

No Difference In Stats

For the sake of convenience, in the Hollow World we're not making any distinction between weapons made of steel, iron, bronze, or stone.

This way, a stone-headed spear will do just as much damage as a steel-headed spear; a flint-headed arrow will fly as far as an iron-tipped arrow; bronze plate mail armor will provide as much defense as steel plate mail.

This means that a stone age warrior who uses spears will not feel compelled to "upgrade" to a superior steel spear. He'll consider his own spear to be just as good as that foreign thing (an opinion borne out by the weapon characteristics) and won't have to switch to stay competitive.

General Skills

If your DM wishes it to, your campaign can make use of these General Skills rules.

These are *optional* rules. If the DM doesn't want to use them in his campaign, they won't be used. However, these rules can be very useful to a campaign; they give the character additional abilities, interests, and background. All NPCs created for the Hollow World have General Skills.

Beginning General Skills

A 1st-level character starts with four "blank" general skills, often called "slots." (When a skill is chosen, it stops being a "slot.")

A 1st-level character receives more skill slots if he has an Intelligence over 12. If he has an Intelligence of 13-15, he gets +1 skill slot; if his Int is 16-17, he gets +2 skill slots; if his Int is 18, he gets +3 skill slots. (In other words, a character with Intelligence 3-12 will have four slots, an Intelligence 13-15 character will have five, Intelligence 16-17 will have six, and Intelligence 18 will have seven.)

The skills chosen for each character's slots are determined by several factors. The player can choose some of them; some may be chosen for him, based on the character's race; others may be chosen for him, based on the character's origin.

In the next chapter, every section describes a different race or culture, and for each race or culture we'll indicate how many of the character's skills are chosen for him and how many the player may choose.

How Skills Are Used

Each general skill is based on one of the character's Abilities (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma).

Whenever the DM feels the character's skill is appropriate to the current situation, he asks the player to roll d20 against his current score with the Ability. If the roll on the 1d20 is equal to or less than the Ability score, the skill use succeeds. A roll of 20 always fails, no matter how high the chance for success.

For example, if the character is riding a horse, and the horse is suddenly spooked and begins rearing, the DM will probably decide that the character's Riding skill is appropriate to the situation. The player rolls 1d20 against his Ability score. If the character's skill ability is a 15, the player has only to roll a 15 or less to successfully use his skill. This roll is called a "skill roll" or "skill check."

A successful skill check means the character succeeds in the task he is attempting. If a character is trying to track an animal through the forest, and he successfully makes his Tracking skill check, then he is able to follow the tracks of his prey.

Sample Skills

Following are skills which are appropriate to a campaign set within the Hollow World. Players and the DM may add skills to this list as the DM sees fit. The DM determines which Ability new skills pertain to.

Strength Skills

Intimidate: This is the ability to bully non-player characters into doing what you want them to do. Success means that NPCs are intimidated into doing what you want. *This skill may not be used against PCs.* NPCs who have this skill used upon them are not likely ever to become friends with the intimidating player-character.

Use of this skill means that the character is either implicitly or explicitly threatening the target with violence or other bad results if the target doesn't comply. For this reason, it works best against low-level characters. It does not work at all on player-characters, or on NPCs of 5th level or higher. The DM can also, at his option, decide that it does not work on someone who is currently in a much stronger position than the character using the skill: A king surrounded by elite guards, even if he himself is a 1st-level character, is not likely to feel threatened.

Muscle: This skill is experience with heavy lifting and hard labor. The character can direct groups of laborers to make their efforts most effective. He understands the use of simple machinery like wedges, pulleys, and levers. With a successful skill check, the character receives a +2 bonus on Strength rolls for tasks like Opening Doors.

Wrestling: In wrestling combat, a successful roll will give the character a +1 to his Wrestling Rating as per the D&D® Companion Rules. Higher skill scores give higher bonuses, so a character with Wrestling +1 would receive a +2 bonus, and so on.

Intelligence Skills

Craftsman: The character knows one type of craft; examples include armoring, bow-making, tattooing, leatherworking, smithing, weaponmaking, etc. The character must choose which *one* type of craft the skill pertains to; of course, he may spend more slots and have several types of craft skills.

The character can make his living at this profession and, with a successful roll, make expert opinions on subjects pertaining to his skill.

In the Hollow World, a character is limited to crafting goods appropriate to the technological level of his culture. For example, a Weaponsmith character in a Stone Age culture knows how to make only stone-tipped weapons. If he has contact with another culture, he'll have to take the Weaponmaking general skill again in order to learn how to make weapons *their* way.

Disguise: This is the ability to make oneself look like someone else. A successful Disguise check by the character is required for each character or group of characters that he is trying to fool with his disguise.

The target whom the Disguised character is trying to fool must make a Wisdom roll against the Disguise roll in order to penetrate the disguise. See the rules on page 20 for *Using Skills Against Each Other.*

Fire-Building: This is the ability to start a fire without a tinder box. The skill is automatically successful in ordinary conditions; a skill check (perhaps with penalties) is needed if conditions are adverse, such as during high winds or using wet wood.

Healing (aka Doctor): This is the ability to treat wounds and diagnose illness. A successful skill roll allows a character to restore 1d3 hit points to a wounded character. (A related skill, Veterinarian, would allow similar treatment of monsters.)

This skill may *not* be used on a wounded character more than once for the same set of wounds. If the character receives new wounds, *Healing* skill may be applied against the new wounds. The skill is rolled against a set of wounds, not individually against each injury. (The term "set of wounds" usually refers to all the hit points lost by a character in a single melee or fight situation.)

If a natural 20 is rolled when using this skill, the healer accidentally *inflicts* 1d3 points of damage to the patient, and may not treat him again for that set of wounds.

Successful skill rolls also allow the healer to diagnose illness. A roll made by 5 will allow him to determine whether an illness is natural or magically-induced.

Hiding: The character is expert at concealing himself or other objects in one type of terrain (forest/jungle, desert, city, etc.). This is a useful skill for setting up an ambush or concealing something (without having time to do something as serious as bury it) so that no one will find it.

To use Hiding skill, the character must make his Hiding skill check with the following modifiers:

Bonuses and Penalties (Cumulative)

Lots of local cover (plenty of trees, etc.):	+1
Little cover (some low bushes, etc.):	−1
Very little cover (patches of grass, etc.):	−3
No cover (grassless plain):	−5
Character was raised in this area:	+1
Hiding a character:	+0
Hiding a large object:	+1
Hiding a small object:	+3
Moving while hiding:	−2

The Hiding character makes his Hiding skill roll, and the observer makes his *Find Traps* skill roll (or, if he doesn't have *Find Traps*, he makes his Intelligence check with a penalty of −4); see the rules on page 20 for *Using Skills Against Each Other.* If the Hiding character wins, he remains undiscovered. The demihuman detection ability does not affect the observer's Intelligence check or apply to this situation.

Hunting: This is the ability to locate, stalk, and hunt large and small game with the bow, sling or

spear. Successful use of this skill gives the character a +1 to hit with a bow, sling or spear against an unaware target in a peaceful outdoor setting; it is not pertinent to most combat situations.

The character can automatically supply himself with food over a long period of time if he is in a fairly fertile area and has a bow, sling or spear. He must make a skill roll and receives penalties to that roll (penalties determined by the DM) if the area is not normally rich in game. If he is trying to supply more than just himself, he must make a skill roll if he is supplying one other person, and takes a −1 penalty for each additional person after the first he is trying to supply; he must roll each day, and failure indicates that he has not found enough food to feed everyone that day.

Knowledge: The character is an expert in one field of study; examples include the culture or geography of one area, history, legends, theology, etc. The character can usually make his living by teaching his skill or acting as an expert on the subject; with a successful roll, he can make expert commentary on information relating to his skill.

In the Hollow World, it is rare for a character to have Knowledge skills of areas other than his home territory; the DM may choose to disallow any choice of such a skill.

Knowledge of Tribal Culture skill is the main ability of tribal sages versed in the tribal history; in most of the more primitive cultures of the Hollow World, tribal history and culture are not written down, but are transmitted by word of mouth from sage to sage.

Labor: The character is very accomplished at one type of laborer profession; examples include bricklayer, farmer, maid, miner, stonecutter, etc. The character can make his living with the skill; on occasions where it will be useful, with a successful roll, he can interpret information in light of his occupation.

Lip Reading: To use this skill, the character must be able to see the lips of the target person or creature and understand the language being spoken. A successful check allows a conversation to be "overheard." The distance to the target and the available light should be taken into account—the DM will apply modifiers for difficult situations.

Mapping (Cartography): A character may not be able to read words, but he still can understand and make maps. The skill allows the character automatically to comprehend simple maps (not those requiring *read magic* or *read languages*); the character should make skill rolls to interpret or draft complicated layouts, or to map an area by memory.

Military Tactics: This skill allows a character to interpret the movement of enemy forces and to move his own forces better. When using this skill, the *player* (not the character) first examines the situation and decides what he thinks is right—



what he thinks the enemy is doing or how he should set up his units.

Then *the DM*, not the player, rolls the character's Military Tactics skill. On a successful roll, the DM will truthfully tell him whether or not he has calculated correctly; if he has not, the DM should offer some better advice on how the player should set up his forces. But if the roll is a failure, the DM will tell him he has done right regardless of the truth.

Mimicry: This is the ability to mimic animal noises and foreign-language accents. This is a very useful skill in the Hollow World, particularly among the cultures (such as the Neathar) who live closer to nature.

When characters use recognition codes or signals which imitate the screech of the hoot-owl or some other animal noise, this skill allows them to mimic those noises convincingly, so that enemy listeners are not automatically tipped off that there are spies in the area.

Nature Lore: This skill is the knowledge of common plant and animal life forms of one specific terrain: Desert, forest, jungle, mountain/hill, open sea, plains, or arctic. The character can take several Nature Lore skills, one for each of several different terrains, by spending one skill slot on each terrain.

This skill gives the character knowledge of such things as edible and poisonous plants, healing herbs, or signs of danger (like unusual quiet, absence of normal plant or animal life, atypical animal behavior, etc.).

When the character uses this skill in his home territory, he receives a +2 bonus. When he uses it in territory very similar to his home, he receives no bonus. The less it resembles his home territory while still being the proper type of terrain, the greater the penalty he will receive, up to a −4.

Profession: The character is accomplished at one type of non-labor profession; examples include ambassador, advocate (lawyer), architect, escort, cook, majordomo, engineer, groom, scribe (the character must be Literate), seaman, valet, etc. The character can make his living with his skill, and (with a successful roll) make expert commentary on subjects pertaining to his skill.

Navigation: By taking directions from the position of the sun and the Floating Continents (or, on the outer world, the sun and the stars), the character can always know roughly where he is. Successful skill rolls, with positive or negative modifiers for the character's distance from his home territory and familiarity with his surroundings, will tell the character where he is.

In the Hollow World, the Navigation skill also allows the character to tell time. In the Hollow World, the position of the Floating Continents is an accurate guide to the passage of time. A successful roll will tell the character how many *sleeps* (days) have passed since some earlier event: For instance, a character could tell that seven *sleeps* had passed since he left his home territory.

Science: The character is an expert in one branch of scientific study; examples include astronomy, geology, metallurgy, etc. Characters with this skill can make their living with it, usually as freelance specialists in large cities. The DM should not allow this skill to characters belonging to more primitive cultures (such as the Neathar), while it is entirely appropriate to characters from the major empires of the Hollow World.

Signalling: Successful use of this skill allows the character to leave messages that can only be understood by another *Signalling* specialist. For instance, an otherwise-innocuous series of broken twigs may be a Neathar sign that the enemy is ahead.

When a character takes Signalling, he must specify the type of signals and culture that it pertains to, and he must have had opportunity to learn such signals. Types of signalling found in the Hollow World include Milenian Trumpeter Signals and Kogolor Yodelling.

Snares: This is the skill of building traps to capture animals, monsters, and unwanted visitors. A successful skill roll means the trap functions properly. The DM can assign modifiers to the skill roll based on the mount of time the character had to set up the trap, the availability of materials, etc.

Note that the successful Skill Roll does not mean that the snare automatically captures its target. The snare still has to be hidden; the target still has a chance to detect it. (See *Hiding* skill, above, and the *Find Traps* skill, below.)

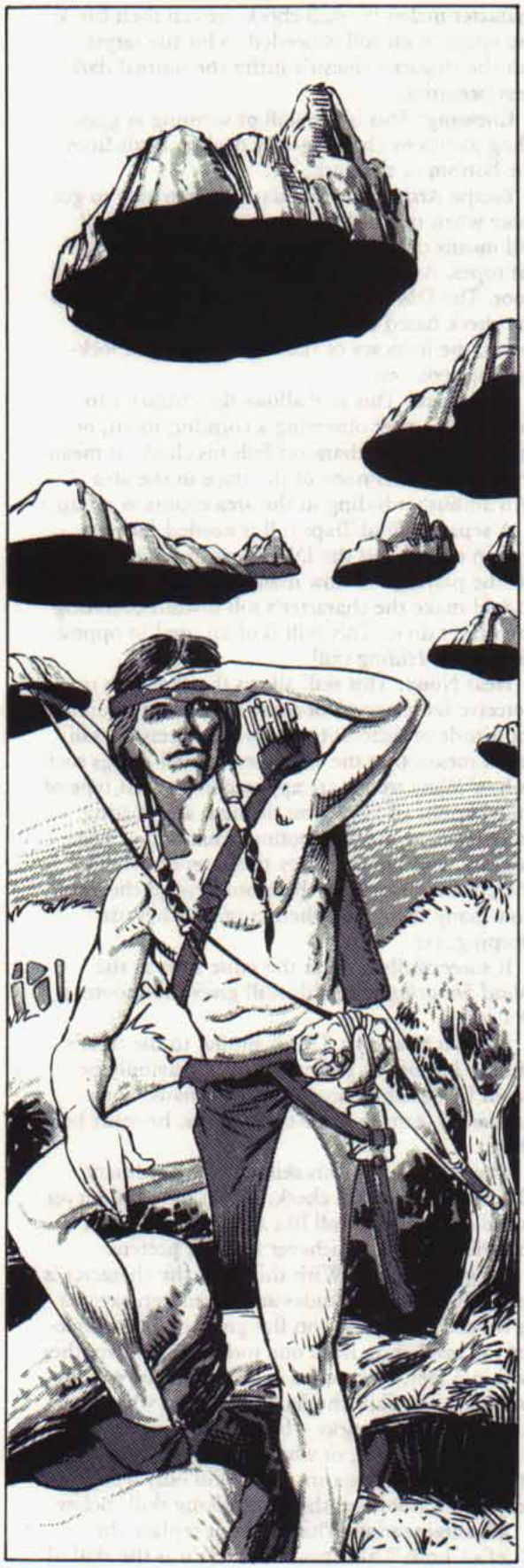
Survival: This skill allows the character to find food (especially vegetables and fruit), shelter, and water in any one type of terrain (of the player's choice): Desert, forest/jungle, mountain/hill, open sea, plains, arctic. Desert Survival doesn't give the character the ability to survive in the forest; he must also take Forest Survival for that.

Because the Hollow World is so wild, and because the characters do so much travelling in this setting, Survival skill is a very good choice. However, Hunting is applicable in all terrains and may be a better initial choice.

Tracking: The character can follow tracks. The DM is free to increase or penalize the chances of success depending on the circumstances (age of the tracks, type of terrain, number of tracks being followed, and so forth.)

Wisdom Skills

Animal Empathy (or Monster Empathy): The character has the ability to sense and communicate basic feelings with *one* type of animal or monster, within 100 feet. The animal or monster should be a non-intelligent creature (it's inappropriate to choose something like Vampire Empathy, for instance). It's pointless to have Empathy with a monster which is completely ferocious and deadly



(such as a werewolf or beholder); it will not change the monster's range of responses.

The character must make a skill check for each attempt to communicate; if the monster is of higher HD than the character's experience level, then the difference between HD and level results in a −1 penalty to the skill check.

The DM should only allow this to characters (or tribes) who have a special relationship with one type of animal or monster. The tribe that is friends with the wolves, for instance, would have Wolf Empathy. The DM should disallow any animal or monster choices that don't match his opinion of the way monsters work in his world.

The skill does not allow the character to *charm* the animal type, or to make friends forcibly with it. But when confronted with the animal, the character can communicate his own feelings—such as peacefulness, lack of danger, etc. If the animal reacts favorably to him (DM's discretion), the character might then be able to become friends with the beast.

Animal Trainer: The character knows how to raise, train, and care for one type of animal. The animal can be taught some simple tricks or simple orders. A character who wants to train two or more different animal types must choose this skill more than once—Horse Trainer is one skill, Dog Trainer is another. Any culture which features a strong bond with some animal type will have many members with Animal Trainer skill.

Bravery: With a successful use of this skill, the character can resist the effects of any magical *fear*. An NPC using this skill successfully can ignore the effects of Morale checks (see the D&D® game Basic Rules on Morale) or of skills such as Intimidate.

Caving: This is the ability of not getting lost while exploring underground caves, cavern complexes, rivers, etc. A character with this skill will automatically know the route he has taken to get where he is. Many dwarves, Schattenalfen, and other cavern-dwellers of the Hollow World have this skill.

The Caving skill may also be used in a maze. Skill Checks are necessary when the character has been disoriented: If he has been forced to flee for a long stretch, he must make a Skill Check to keep from being lost. (Characters without this skill will be automatically lost in such a situation.)

Cooking (Military): The character is capable of cooking food for up to a regiment of soldiers. It also allows him to make relatively palatable food out of unappetizing ingredients scrounged up for the cook. Obviously, this isn't *cordon bleu* cuisine, but it's a useful skill for the adventurer.

Danger Sense: A successful skill roll means that the character may detect imminent danger. The character will not know the nature or source of the danger. The *DM*, not the player, makes the skill roll, and should not tell the player that he has

made the roll unless the roll is a success (and there is danger present).

Detect Deception: This is the ability to recognize deceptive behavior in an NPC. This does not reveal the truth or falsehood of specific statements, nor the motivations of the speaker, nor the exact nature of the deception. Unlike the *detect lies* spell, the skill only warns the character to distrust the deceptive NPC. The DM makes the skill roll for the character, informing him of the result.

Gambling: The ability to win money in gambling games of skill (competitive card games, for instance). This involves honest games (Cheating is covered elsewhere), and is treated like any other profession skill for the amounts of money earned in the long run.

Honor (Specific Immortal): This skill honors an Immortal to gain his favor and aid. This includes knowing the code of behavior and the rituals pleasing to the Immortal. This skill enables clerics to obtain the use of their spells. Use of this skill for this purpose is automatically successful in routine situations. But, if the cleric has performed actions displeasing to his Immortal, he may be required to make his skill roll. Failure may mean that the cleric does not receive one or more of his spells, or that he suffers some other penalty, such as a warning curse.

Mysticism: This skill, similar to *Honor (Specific Immortal)*, is usually taken by non-clerics. This skill allows the character instinctively to know the best course of action to follow to please the Immortals in general. A successful skill roll, for example, means that the character recognizes that the shapeless rock on the pedestal is actually a shrine dedicated to an Immortal, and that the characters shouldn't desecrate it.

Dexterity Skills

Acrobatics: The character with this skill may perform impressive acrobatic feats, may balance on taut ropes and wires, etc. A successful skill roll is required to perform any acrobatic feat; failure may result in the character falling. A successful roll allows a character to reduce the effective height of a fall by 10 feet. A DM may give an Acrobatic character a +2 to save vs. mechanical traps where agility would help—such as tilting floors and pit traps. Many entertainers, thieves, and nimble jungle warriors have this skill.

Alertness: Successful use of this skill allows the character to draw a weapon without losing any time, to avoid the effects of Surprise, or to wake up at the slightest out-of-place noise.

Blind Shooting: This skill is the ability to shoot at a target without being able to see it; it is typically used when the character is in darkness or when the target is outside the range of his sight or infravision. The character must be able to hear the target so that its position can be evaluated. If the character makes his skill check, he can then fire at the target; a hit roll is needed to hit the target, but the character doesn't suffer the normal darkness penalties.

Cheating: This is the skill of winning at gambling games by cheating—by dealing cards from the bottom of the deck, etc.

Escape Artist: The character is often able to get loose when tied or locked up. A successful skill roll means that the character is able to get rid of his ropes. Another roll is needed to open a locked door. The DM can apply bonuses and penalties to the check based on the quality of the ropes and knots, the intricacy of the lock, the lack of lock-picking tools, etc.

Find Traps: This skill allows the character to detect traps after observing a corridor, room, or other area. If the character fails his check, it means that he discovers none of the traps in the area. (An ambusher hiding in the area counts as a trap.)

A separate Find Traps roll is needed for each trap in the area; if the DM wants to avoid tipping off the player as to how many traps are present, he should make the character's roll instead of letting the player do it. This skill is often used in opposition to the *Hiding* skill.

Hear Noise: This skill allows the character to perceive faint noises, or some specific detail in a multitude of different sounds. A successful skill check means that the character can tell things such as how many troops are approaching, what type of metal armor (if any) most of them are wearing, whether there are any mounts, chariots, or siege engines, and how far away they are; or, whether there are occupants in the room beyond the door, how many there are, whether or not they are sleeping, etc.

If successfully used at the same time as the *Blind Shooting* skill, this skill gives the shooter a +1 to hit.

Hide in Shadows: This is similar to the thief's ability. *Important Note:* This skill may only be taken by demihumans and nonhumans. For a human to learn to *Hide in Shadows*, he must be a thief.

The DM can use this skill with the ordinary Dexterity-based skill check, or can have the player make a percentage roll like a thief of the same experience level, whichever the DM prefers.

Ledge Hopping: With this skill, the character is as surefooted on cliffsides and in uneven caverns as most characters are on flat ground. The character can safely hop from one rocky ledge to another within 6 feet, even when carrying normal encumbrance loads. Skill checks are required when the task is especially tricky—for example, when the ledges are slippery, or when the character is carrying someone in his arms. This skill only works on ledges; for trees, see the *Treewalking* skill, below.

Mountaineering: This does not replace the thief's Climb Walls special ability; it is the skill of

mountain-climbing with the use of ropes, pitons, and other climbing gear. A character with Mountaineering skill can use such gear to climb difficult mountain and cliff faces, and can rig lines to enable non-climbers to ascend those faces.

Quick Draw: Successful use of this skill (a successful Skill Check) allows the character to notch and fire an arrow with a +2 bonus to Initiative.

Riding: This includes the basic care and feeding of a riding animal, and the ability to control it under difficult circumstances. Riding rolls are also required if a character is trying to use a weapon from the back of a riding animal; failure means that the mount is moving too much for the character to use the weapon.

Each Riding skill allows the character to ride one type of animal; if a character wishes to know how to ride two different types of beasts, he must take two different Riding skills. Horses are one type of animal; giant eagles are another.

When a character uses his Riding skill on the wrong animal, say when a Horse rider tries to ride a Camel, he suffers a −4 penalty to his Riding rolls. When a character without Riding skill tries to ride an animal, he must make a Dexterity check at a −8 to succeed. (But remember, the character doesn't have to make the success roll except in difficult situations, such as when the animal is spooked. The rest of the time, he can automatically, if uncomfortably, keep on the animal's back.)

Stealth: This is similar to the thief's *Move Silently* ability, with some important differences.

The character taking the *Stealth* skill must choose one type of terrain in which the skill works, from the following list: City/Outdoors, Indoors/Caves, Forest/Jungle, Plains, Desert, Arctic, Mountains/Hills). The skill only works in that type of terrain. (The character could conceivably spend seven slots, one for each type of *Stealth*; he would then have a *Stealth* skill equivalent to the thief's *Move Silently* ability.)

City/Outdoors is used in the streets, in trash-strewn alleyways, on rooftops, and in similar urban environments. Indoors/Caves, is used on creaky stairs and wooden floors, in catacombs, in caverns and caves, and in most enclosed spaces. The other terrain types are self-explanatory.

Humans, demihumans, and humanoids can take the *Stealth* skill. The character will move very quietly in the terrains for which he has the skill; when he is trying to sneak up on someone, or when there is a chance that he will be heard, he must make his skill check. If the DM doesn't want him to know that there is someone out there to observe him, the DM can make the skill check *for* him.

Treewalking: This is the skill of staying aloft in trees, transferring from one tree to another close by, and working and fighting from a tree branch. A character with this skill can move among the tree-branches, assuming that the trees are thick in the area, at the same movement rate as if he were on the ground. He is balanced and poised when running along tree-branches and easily leaps from branch to branch.

Characters with this skill do not need to roll it in ordinary situations. The skill check is only necessary if the tree is storm-tossed, or the character is fighting or performing some other complex task while trying to move on a tree-limb.

Constitution Skills

Drinking: This skill gives the character a talent for absorbing alcoholic beverages without being affected. The character must make a skill check for each drink (after the first) each hour; in other words, he doesn't have to roll for his first drink, but on each subsequent drink that hour, he must make his skill check. The next hour, he doesn't have to roll for his first drink; for each subsequent drink that hour, he must make his skill check.

The first failed roll means that the character is drunk; he is at −2 to hit and −3 to all Dexterity checks and related skill checks. The second failed roll means that the character collapses into a drunken stupor.

Endurance: This skill gives the character the ability to perform a task for long periods of time. A successful check means that the character is able to run (or perform some demanding task) for an hour without collapsing. The character must make another check each hour he performs the task, with a penalty of −1 for each extra hour.

Once the character has completed his task, or fails a skill roll and collapses, he needs to rest for three times the amount of time he was performing that task.

Charisma Skills

Acting: This is the ability to make one's living as a stage actor, but it also imparts the ability to pretend to be someone else or to show false emotions. Successful use of this skill allows a character to tell convincing lies over a period of time. In the Hollow World, it is a good skill for kings to use to inspire their peoples, for evil priests to use to dupe their flocks, and so on.

Bargaining: A successful skill roll allows a character to get the best deal available for goods, services, or information. It's not usually possible to bargain someone into giving you a great deal for nothing.

Deceive (Fast-Talk): This is the ability to persuade a listener of the truth and sincerity of what is said, despite the fact that the skill user is lying through his teeth. Successful use of this skill causes an NPC to believe an untrue statement, or to accept a misleading statement as honest and sincere. Failure indicates that the character sounds unconvincing.

Leadership: Successful use of this skill adds +1 to the morale of any NPCs under the character's control. It may also be used to convince other NPCs to follow the character's commands. The DM may decide that any NPC who has a good reason *not* to follow the leader is automatically successful at resisting this skill. Unlike *Intimidate* skill, *Leadership* does not bully and antagonize the NPCs it is used upon.

Music: This skill allows a character to play one group of related instruments in a skilled manner; the player chooses the group of instruments which his player knows. Groups include stringed instruments, brass, percussion, woodwinds, etc. This skill is often taken in conjunction with Singing skill.

Persuasion: This is the ability to persuade NPCs of your honesty and sincerity. The speaker must believe the truth of what he says. Successful use of the skill means the listener believes what the speaker tells him; it does not mean that the listener will agree to actions proposed by the speaker. The DM may assign modifiers of from −1 to −8 to the skill use if the audience is hostile.

Singing: This is the ability to sing in a skilled manner; a character can make his living with this skill and (if he is good enough) can become a famous entertainer or bard.

Storytelling: This is the ability to captivate an audience when telling stories. The character can earn his living as a teller of stories; if he also has Knowledge skills of such things as tribal history, he can be a sage of the tribe.

Optional Rule for Languages

With DM permission, characters can take additional languages as Intelligence skills. Characters still get all the free languages they're entitled to from their Intelligence and racial abilities.

Characters have trouble speaking these additional "skill" languages. A character speaking a "skill" language will automatically understand someone speaking slowly and simply. If the character is listening to someone who is excited or using technical speech, he must make his skill roll to understand the language. Failure means he didn't understand what was said.

The character speaking a "skill" language communicates in the same way; when he's struggling to explain something fast, complicated, or technical, or when he's flustered or excited, he must make a skill roll to get the idea across.

Improving Skills

To increase a character's skill to a higher score than the Ability on which it is based, you "trade in" one or more other skill choices in order to improve this skill roll, and get a +1 to the roll per skill choice traded.

Example: Togar has a Charisma of only 12, yet he's supposed to be a natural leader. Instead of putting one skill choice on Leadership skill, he puts three on that skill. The first choice gives him his Charisma score, 12, for his Leadership roll. His +2 choices give him a +2 to the roll. His Leadership roll will be a 14 instead of a 12.

What Different Rolls Mean

For a standard of comparison, here's what different levels of skill rolls mean to a character.

If Skill Check Is:	The Character Has This Level of Skill:
3-5	Very basic skill ability Can do undemanding tasks (ones not requiring Skill Checks) Often fails difficult tasks (those requiring Skill Checks)
6-8	Fair grounding in skill Can do competent work Often fails difficult tasks
9-12	Solid grounding in skill Does good work Can train apprentices Often succeeds in hard tasks (those requiring Skill Checks)
13-15	Excellent command of skill Can train journeymen (who are especially skilled apprentices) Almost always finds work Usually succeeds in hard (Skill Check) tasks
16-17	Marvelous command of skill Can train masters Almost always finds work Can act as efficiency expert Usually succeeds in hard (Skill Check) tasks
18+	Genius command of skill Can train masters Always finds work Can act as efficiency expert Uses skill with amazing results (masterpieces and classics of his field)

Learning More Skills

As time goes by, your character may choose to purchase more skills or improve existing ones.

All characters get a new skill slot every four experience levels.

Thus, humans get four slots (plus bonuses for high Intelligence) at level 1, then an extra at level 5, another at level 9, another at level 13, and so on.

Above 12th level, the ceiling for dwarf characters, dwarves get another skill slot at 1,200,000 experience points, and another slot for every 800,000 experience points earned after that.

Above 10th level, the ceiling for elf characters,

elves get another slot at 1,350,000 experience points, and an another for every 1,000,000 experience points earned after that. (The warrior-elf gets no bonus here; he gets additional slots at the same rate as the normal elf.)

Above 8th level, the ceiling for halfling characters, halflings get another slot at 300,000 experience points, and another for every 1,200,000 points earned.

The rate at which other Hollow World-specific races acquire slots is given in the Character Backgrounds chapter.

Each new skill slot may be used to buy a new skill or to improve one old skill in the manner described above.

Appropriate Skill Choice

Players are mostly free to choose their characters' skills, but the DM is within his rights to insist that some of the character's beginning skills be appropriate to his origin.

Some characters are required to take certain skills when first created. This is discussed in the appropriate sections of the next chapter. However, there are some general rules to go by:

Cleric characters must take the skill Honor (Specific Immortal). The player must specify the Immortal whom the cleric serves. Recommended but not required: Codes/Law and Justice (see **Dawn of The Emperors**, *Book Two: Players Guide to Thyatis*), Detect Deception, Guidance/Counsel, Riding.

Fighter characters are not required to take any skills. Recommended but not required: Military Tactics, Riding.

Magic-User characters are not required to take any skills. Recommended but not required: Knowledges (history, magic, planar geography, etc.), Riding, Sciences.

Thief characters are not required to take any skills. Recommended but not required: Acrobatics, Alertness, Danger Sense, Signalling (Thief).

Dwarf characters from the Hollow World must take the skill Mountaineering. Recommended but not required: Riding, Survival (Mountain), Wrestling. (If you are using GAZ 6, *The Dwarves of Rockhome*, and have dwarf-cleric characters, they must take the skills required of both dwarves and clerics.)

Elf characters must take Alertness and Survival (appropriate terrain). Exception: Blacklore elves do not have to take any skills. Recommended but not required: Danger Sense, Signalling (Elf/Forester), Riding, and Tracking.

Halfling characters are not required to take any skills. Recommended but not required: Alertness, Riding.

Skills and the Character Sheet

On the character sheet at the back of this book, you'll find a box labelled **General Skills.** Ask your DM for photocopies of this character sheet.

In the blank beside the line "Number of Skill Choices:" place the number of skill choices the character has (four, plus Intelligence bonuses). He will get more as he gains in experience, as described earlier.

On the lines below that, record the skills you choose. For each one, record its name, the Ability on which it is based (and any permanent modifiers purchased by using extra skill choices), and its current skill roll.

Skills and the DM

It's the responsibility of the DM to see to it that the players don't abuse these skills, achieving results totally inappropriate to their use in the campaign. It's also the responsibility of the DM to reward characters who use their skills cleverly and in the context of the adventure.

The DM decides when a character may try his skill, and the DM also decides what sort of effect the skill can have in this situation.

The DM shouldn't make the players roll over and over again for the same task—only at critical points in play.

Positive and Negative Modifiers

When the character is using a skill, the DM may wish to assign him positive or negative modifiers to make his roll easier or harder. These modifiers are based on current circumstances.

Circumstances which make a job slightly more difficult warrant a −1 or −2 modifier. Those which make the job substantially more difficult warrant a −3 or −4 modifier. Those which make the job very hard—such as not being able to see, working on the rolling deck of a ship during a severe storm, etc.—can warrant modifiers of −5 on to −10 or −15.

On the other hand, circumstances which make the job easier—such as having all the materials needed, having lots of time or help—warrant positive modifiers at the same approximate scale.

The character always has a chance of success, however bad the odds, as long as the DM says it's remotely possible to succeed. A natural roll of 1 on 1d20 is an automatic success.

Time Use

When it's important to know, the DM decides how much time each use of a skill represents. The time it takes to look at the Floating Continents and make a Navigation roll might be about a minute; the time it takes to make a superior spear, both head and shaft, will be a few days; the time it takes to make a Tracking roll to recognize what sort of creature left these prints may only be a second or two.

Using Skills Together

Often, when the character making his skill roll has failed, all the other characters with the same skill will say, "He failed? Let me make *my* skill roll!"

This isn't a good thing. If the DM lets everyone make a skill roll for the same task when someone has failed, one character will eventually succeed; it's therefore pointless to have a skills system, since every task will be "automatically" successful.

The DM should usually decide that the circumstances which led one character to fail will make all the others fail. For example, a character Tracking his prey fails his roll and loses the track. The DM decides that it's because the creature went to the trees, or a rainfall obliterated the tracks, or some such cause—whatever the reason, *there are no tracks to find*. Therefore, the other characters can't make their own Tracking skill rolls here, except to confirm the fact that there are no tracks here.

However, sometimes it's reasonable for two or more characters to use their skills together to solve a task. For example, when two healers are trying to diagnose a disease, two heads may be better than one.

In such a case, the characters choose which of them is the chief problem-solver for this situation (usually the character with the highest skill roll), and that character and others with the same skill make their skill rolls. The DM uses the roll of the chief problem-solver and then gives him a +1 modifier for every one of his friends who made the roll, and a −1 modifier for every one who failed.

Using Skills Against Each Other

Sometimes situations will come up where two skills are in conflict. A character with Deceive may try to fast-talk a character with Detect Deception, or two Bargaining characters may haggle.

When the DM sees this situation occur, he will have both parties roll their appropriate skills. The outcome is in favor of the character who makes his roll by the most. When a tie-roll occurs, the DM has to analyze the situation; he may have them re-roll for a clear decision, or decide that the tie-roll means the situation is unchanged.

Other Uses for Skills

The DM must also allow or deny other uses for skills as he sees fit.

For instance, a character with Bowyer skill should not be allowed to make free bows for everyone. The DM should rule that he can make them for as little as half the price they'd pay elsewhere, but the DM must insist that the character miss some adventures that his friends are performing (otherwise the weapons would never be made!).

The DM can also use these skills as "hooks" to get characters involved in adventures, especially if a character has a peculiar or outstanding skill. Nobles often hire master craftsmen to evaluate or restore their treasures, or to build grand new cities or citadels, all of which can lead the heroes into new and exciting adventures.

* * *

With all this out of the way, it's time for you to find out from your DM which sections of the Character Backgrounds chapter you can read, and then go on to read them.

In this chapter, you'll learn how to put together player characters for many of the races and peoples found in the Hollow World.

Several of the PC options available in this chapter do not fall in the normal character classes (cleric, fighter, magic-user, thief, dwarf, elf, or halfling). With advice from this chapter, you can build characters who belong to other races—such as Beastmen. They are technically still considered *monsters* in the D&D® game system, but you're allowed to run them as player characters. See the writeup on the individual race for details on creating a PC from that race.

Weapon and Armor Restrictions

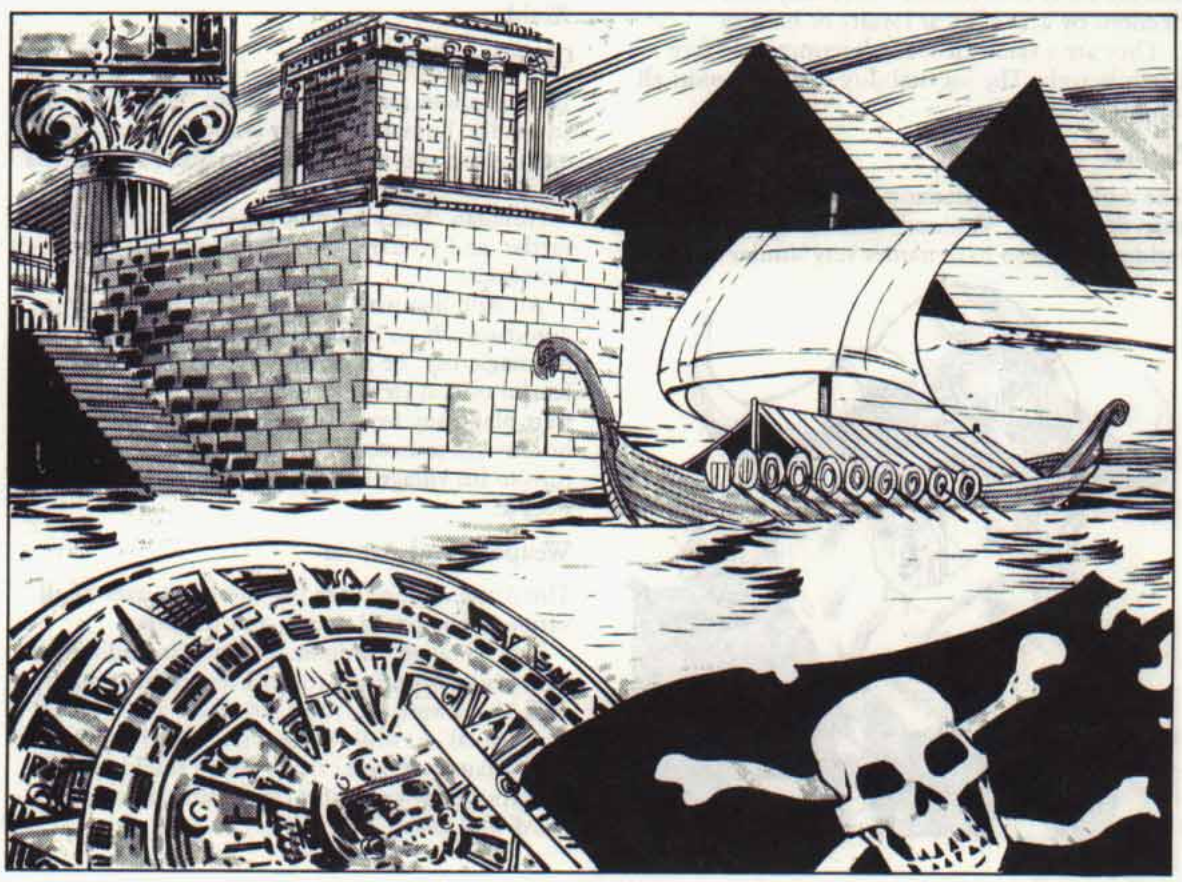
Each writeup in this chapter lists certain types of weapons and armor permitted in that culture. It's important to understand the distinction between normal weapon/armor restrictions and *cultural* weapon/armor restrictions.

An Azcan fighter is limited to a few melee weapon types: Dagger, sword/short, mace, club, staff, pole arm (pike only), spear, and javelin. These are his *cultural melee weapons*. Now, a character belonging to the Fighter character class can usually use more melee weapons than this. An Azcan fighter can, too, theoretically: But if he goes outside his cultural weapons, he suffers the results of the *Cultural Bias* rules described in the Character Creation chapter.

Consult Your DM

The following descriptions are short-form explanations of the Hollow World races—just detailed enough for you to be able to create characters from each race. For more details about your character's background, the NPCs in his life, and the history of his people, consult your DM.

Important Note: You should only read the section or sections of this chapter which your DM specifically allows you to read. If you read sections you're not supposed to, you'll learn about races you shouldn't know anything about; you should instead be encountering these races in the course of play.



Antalians

The Antalians are ancestors of the outer-world Ostlanders, Vestlanders, and men of Soderfjord; they are much like Vikings in dress and mannerism. They inhabit cold, snowy forests and tundra of the far northeast.

Appearance and Dress

The Antalians are fair-skinned and fair-haired—most commonly, blond-haired and blue-eyed.

They dress in garments of reindeer hide, wool, and linen; their costume includes a soft undertunic, a stiff hide overtunic (including a hood drawn tight with thongs), heavy trousers, heavy boots laced tightly to the leg, gloves, and a cloak.

Customs

They live by hunting and fishing, with some piracy supplementing their incomes. They are a violent people, admiring combat and heroic legends. However, they also admire the clever hero and are willing to outwit an enemy instead of beating him to death.

They love the sea and are good sailors. They also herd giant reindeer; many learn to ride the reindeer.

An entire Antalian clan will live in one huge building called a hall.

They keep slaves, but only foreigners; they never enslave their own. Slaves wear iron collars and are fairly well-treated. They may earn their freedom by acts of great loyalty or bravery.

They are a fatalistic race, determined to face death bravely. The inevitability of death colors all *aspects of their lives.*

Names

The Antalians are ancestors of the modern-day men of Ostland, Vestland, and the Soderfjord Jarldoms, and so have names very similar to the people of those lands.



Male names include: Alrik, Ander, Arni, Asgrim, Bjorn, Ceowulf, Einar, Eric, Godfred, Gunnar, Harald, Hrolf, Ivar, Knut, Njarl, Olaf, Ragnar, Snorri, Sven, and Yngvi.

Female names include: Astrid, Brunhilda (or Brynhild), Elsa, Gunnhild, Helga, Inga, Ingrid, Olga, Ragna, Sigrid, and Yrsa.

Roles and Genders

The Antalians are male-dominated. Women are expected to stay behind and keep house. Not all do; many find training in clerical halls of the Immortal Fredara, the patroness of women warriors. They are semi-outcast in their own society, and so they tend to go on adventures all on their own, or join up with groups of outsiders who are less inclined to oppress women.

Language

The Antalians speak the Antalian and Neathar languages.

Allies and Enemies

The Antalians are not a united race, so individual Antalian communities often fight among themselves.

The Antalians also fight with the Beastmen to the north and the Icevale elves to the west, but not constantly. They trade on occasion with the Beastmen.

The Antalians have no real allies in the Hollow World.

Character Classes

The Antalians are humans and so can belong to any of the human character classes: Cleric, fighter, magic-user, and thief. Most Antalians are fighters. Quite a few are thieves.

Antalian clerics are followers of Wotan, Donar, Fredar, and Fredara, the chief immortals of the Antalians.

An Antalian who is created as a magic-user is automatically an outcast: When his race learns of his magic-use, he is exiled. (The Antalians are very fearful of non-clerical magic use.) He will have to start play away from his race, a wanderer. Later, if he survives to become very powerful, he may return to his village and force himself upon his people.

Weapons and Armor

The Antalians prefer to use the spear, axes of all varieties, the broad sword, and the bow.

The Antalian outdoors costume (including the heavy hide overtunic) constitutes leather armor (AC 7). In wartime, most Antalians add a shield to reach AC 6, while those who can afford it will wear chain mail and carry a round shield (AC 4). The Antalians wear steel caps, sometimes decorated with horns.

More specifically, though, these are the weapons and armor allowed to Antalians:

Cultural Melee Weapons: Axe/battle, axe/hand, dagger, sword/normal (broad), sword/two-handed, hammer/war, hammer/throwing, pole arm (pike only), spear, javelin.

Cultural Missile Weapons: Bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail, chain mail, shield (horned shield also allowed).

Clerics Can Use: Axes, hammers; all cultural armor.

Magic-Users Can Use: Dagger, hand axe, javelin, leather armor.

Thieves Can Use: Hand axe, dagger, broad sword, throwing hammer, spear, javelin, bow, sling; leather armor.

Special Compensations

All Antalians are, because of the environment in which they live, expert climbers. Antalian fighters, clerics, and magic-users *climb sheer surfaces* as thieves of their own level, −10%. (Thus a first-level Antalian fighter, cleric or magic-user has a *climb sheer surfaces* roll of 77%.)

Antalian thieves get a +10% to the basic thief's *climb sheer surfaces* roll. A first-level Antalian thief has a 97% chance to climb successfully; by the time he reaches 3rd level, he has reached his final climbing ability of 99%.

General Skills

Antalians are not required to take any particular General Skills.

General Skills commonly taken by the Antalians include: Wrestling (S), Fire-Building (I), Hunting (I), Navigation (I), Survival (Arctic, I), Bravery (W), Danger Sense (W), Alertness (D), Mountaineering (D), Riding (Reindeer, D), and Drinking (Co).

Azcans

The Azcans are a race of city-dwelling men in jungle terrain; they are descendants of a very ancient human civilization. A highly industrious race, they are considered a menace by most other races they encounter in the Hollow World, because of their conquest-minded rulers and savage ways.

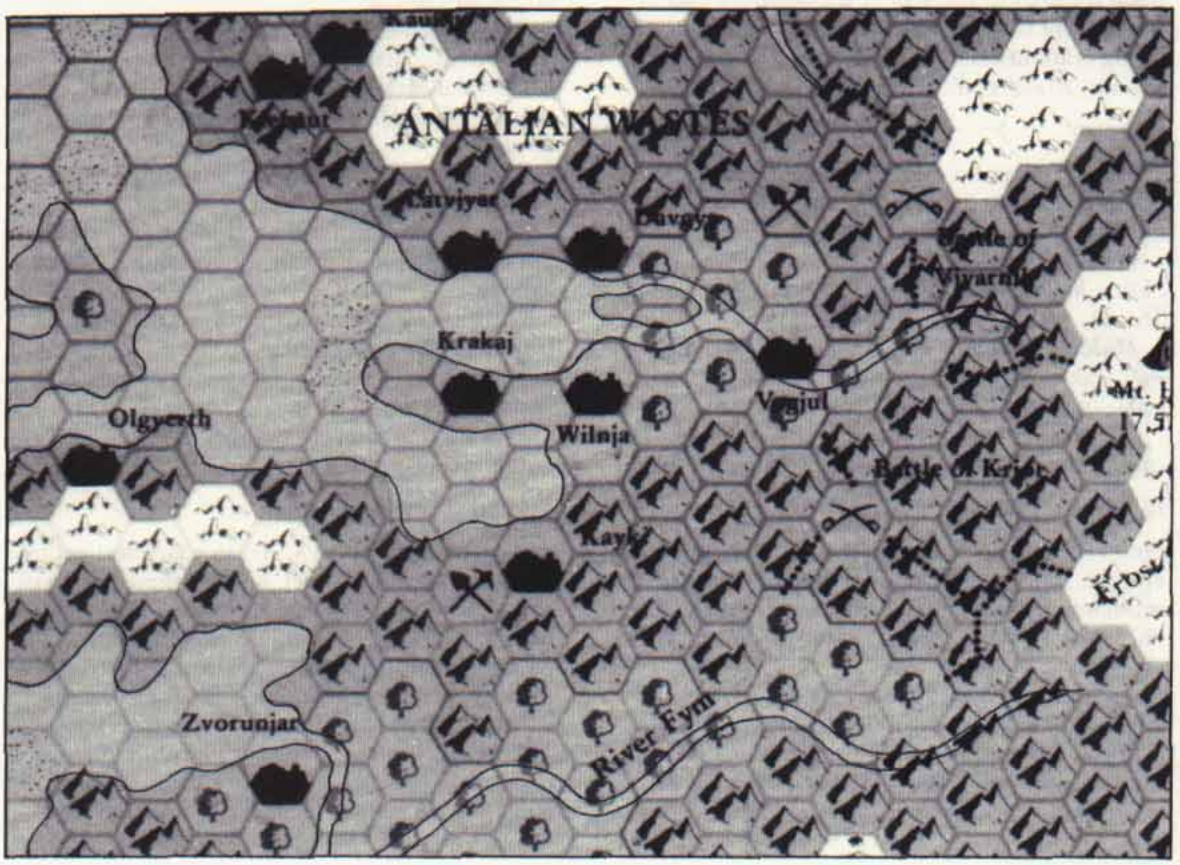
The Azcan lands are primarily rain forests and farmlands. Their cities feature heavy stone architecture and sacred stepped pyramids. The chief city, built on a small island, is Chitlacan.

Most Azcans are worshippers of the evil Immortal Atzanteotl; some few are followers of the traditional Azcan Immortals Kalaktatla and Otzitiotl.

Appearance and Dress

Azcans are short in stature, but usually fit and muscular. They are a copper-skinned folk, with dark brown or black hair and brown or black eves.

Antalian Wastes



A prominent, beak-like nose (one of their common features) is considered highly attractive.

The common Azcan costume is a breechclout (for men) or short, tunic-like dress (for women). Sandals or bare feet are usual. The lower classes wear dingy off-white; the higher classes wear bright colors (especially red or turquoise) or fur, decorated with feathers, gold jewelry, turquoise stones, etc.

Customs

The Azcans are very much an imperial power with a very strong central government. The most powerful rulers within the empire must be clerics of the Immortal Atzanteotl, as must all royal princes and most lesser city governors.

The Azcans are harsh and warlike. They believe in conquering surrounding races and sacrificing the conquered to Atzanteotl.

The Azcans do a lot of boating, and domesticate animals such as mules to haul cargo, but do not ride animals. They do not use the wheel.

Commoners have no rights in Azcan society, and any crime committed by a commoner is punishable by death by sacrifice.

The Azcans are very interested in the calculation of time and the measurement of the progress of the Floating Continents; they keep elaborate calendars and records of astronomic phenomena.

The Azcans play a violent, basketball-like game called *tlachtli*. In the game, two teams of players try to get a heavy rubber ball through a stone hoop set high in the wall at the opposite end of the playing field. In the main playing season, the losing team of each match is put to death, sacrificed to Atzanteotl.

Names

To create names for an Azcan character, choose one prefix, from one to three middle syllables, and one suffix from the lists below.

Prefixes: At-, Az-, Ca-, Chi-, Co-, Cuz-, Ka-, Huit-, Man-, Moc-, Oax-, Ot-, Ten-, Teo-, Tex-, Tez, Ti, Tlach-, Tlat-, To-, Yu-.

Middle Syllables: -a-, -can-, -cat-, -co-, -hua-, -la-, -lak-, -li-, -na-, -o-, -po-, -poch-, -ri-, -ta-, -tat-, -te-, -tel-, -ti-, -tla-, -zal-, -zan, -zi-, -zil-.

Suffixes: -atl, -ca, -can, -cay, -cha, -co, -la, -loc, -ma, -mu, -otl, -pac, -tiah, -tlan, -tli, -zoc, -zu.

Roles and Genders

Men officially have all the power in the Azcan empire, but women can own property and wield influence; particularly forceful and intelligent noblewomen have a lot of power within the empire.

Azcan women who undertake the path of the adventurer have hard going; they may not officially be taught adventuring skills. Many become thieves; those who have the necessary intelligence or wisdom become magic-users or clerics. A few learn the ways of the spear and bow from commoners and forest-dwellers and become fighters, but they are rare.

Language

The Azcans speak the Azcan (or Azcan/Oltec) language and Neathar. Those with sufficient Intelligence ability scores (and thus extra language slots) also learn languages such as elvish, Malpheggi lizard man, and Krugel orc.

Allies and Enemies

The Azcans have more enemies than allies. Their enemies include the Schattenalfen, the shadow elves of the south, who are their most hated enemies; the Oltecs, another copper-skinned race, who were once (thousands of years ago) their conquerors; the Neathar, the fair-skinned tribal humans of the surrounding wilderness; and the Merry Pirates, who prey on coastal Azcan cities.

They occasionally hire Malpheggi lizard men and Krugel orcs for their expeditions against the Schattenalfen and Oltecs.

Character Classes

Azcans are humans and may take any of the human character classes: Cleric, fighter, magic-user, and thief.

Weapons and Armor

The Azcans most commonly carry spears, bows, and daggers; in times of war, they use leather armor and shields.

More specifically, the Azcan limitations on weapons and armor are:

Cultural Melee Weapons: Dagger, sword/short, mace, club, staff, pole arm (pike only), spear, javelin.

Cultural Missile Weapons: Bow/short, sling, blowgun, bola.

Cultural Armor: Leather, shield (horned shield, knife shield, sword shield, tusked shield not allowed).

Clerics/Can Use: Mace, club, staff, sling, bola; leather armor and shield.

Magic-Users Can Use: Dagger, staff, bola; no armor.

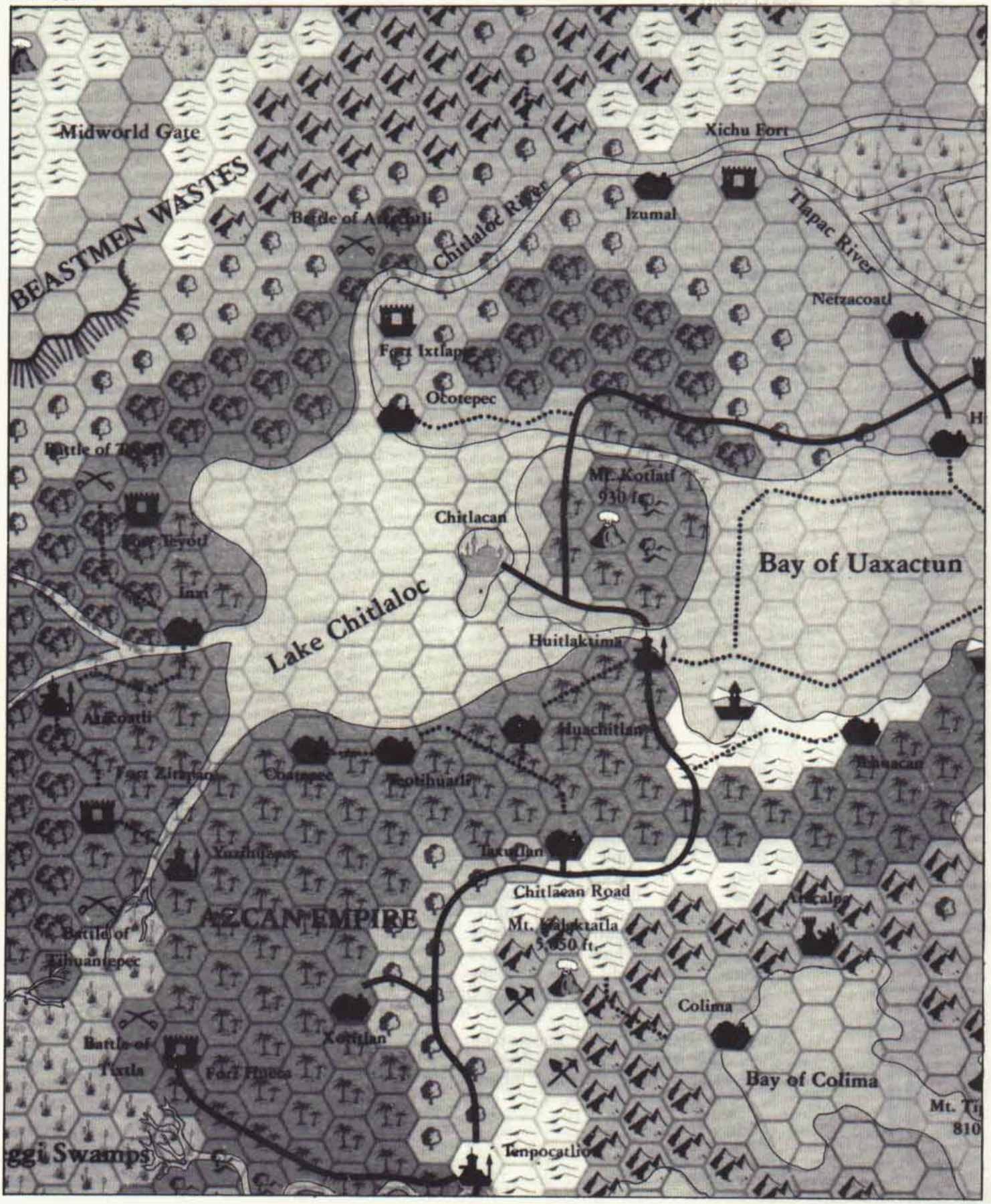
Thieves Can Use: All cultural weapons and armor except pike.

Special Compensations

Azcans are a tough race. Azcan characters get one extra hit die at first level, and +1 hp per experience level above 1st (regardless of other constitution bonuses or penalties) up to 10th level.

A first-level Azcan warrior, for instance, starts off with 2d8 hit points, not 1d8; at second level, he gains 1d8+1; at third level, he gains another 1d8+1, and so on, up to 10th level. A first-level magic-user starts off with 2d4 instead of 1d4, and gains 1d4+1 each level above that, up to 10th.

Azcan


Midworld Gate
BEASTMEN WASTES
Battle of Ahuchili
Chitlaloc River
Xichu Fort
Izumal
Tlapac River
Netzacoatl
Fort Ixtlapec
Ocotepec
Battle of Tzicuri
Mt. Kotlatl
930 ft.
Chitlacan
Fort Teyod
Bay of Uaxactun
Inuri
Lake Chitlaloc
Huitlaktima
Ahcoatli
Huachitlan
Fort Zirtzun
Chatepec
Teotihuatli
Yaxthipec
Tatuilan
Chitlacan Road
AZCAN EMPIRE
Mt. Xalaktatla
5,050 ft.
Battle of Tihuantepec
Colima
Battle of Tixtla
Xeritlan
Fort Fluxa
Bay of Colima
Tenpocatlico
Swamps

Beastmen

Beastmen are humanoids, ancestors of the modern races of orc, goblin, gnoll, troll, ogre, and so forth. They occupy the coldest lands in the Hollow World, the permafrost region due south of the northern pole. They live by fishing, and by hunting seal, walrus, and bear, and live in igloos cut from ice blocks.

Appearance and Dress

The Beastmen are obviously humanoids—bipedal beings like orcs, ogres, trolls, etc. But no Beastman looks exactly like any of these true-breeding races, and no Beastman looks exactly like any other Beastman. Skin, hair and eye color vary widely, as do height, weight, and appearance of eyes and ears and teeth.

A player with a Beastman character should use the following charts to determine what his character looks like. With DM permission, he could simply decide on his Beastman's appearance, but otherwise he must use these charts.

Skin Color (roll 1d6)

Roll	Result
1	Sickly Yellow
2	Pasty Green
3	Muddy Brown
4	Leprous White
5	Reddish Brown
6	Mottled/Spotted: Roll Twice and Use Both (ignore 6's)

Hair Color (roll 1d8)

Roll	Result
1	Black
2	Brown
3	Green
4	Yellow
5	Red
6	Blue
7	Two Colors: Roll 1d6 Twice and Use Both
8	None

Eye Color (roll 1d8 three times)

Roll	Iris	Roll	Pupil	Roll	Sclera
1	Black	1	Black	1	White
2	Blue	2	Black	2	White
3	Green	3	Brown	3	White
4	Brown	4	Brown	4	White
5	Red	5	White	5	Yellow
6	Yellow	6	Red	6	Yellow
7	Gray	7	Green	7	Pale Green
8	White	8	Yellow	8	Pale Green

Note: The "white of the eye" is more properly the sclera. Since not all the scleras in the chart above are white, we didn't call them "whites."

Height (Roll 1d20; Apply Modifiers for Strength and Constitution Ability Scores)

Roll	Basic Result
1	3'6"
2	3'8"
3	3'10"
4	4'
5	4'2"
6	4'4"
7	4'6"
8	4'8"
9	4'10"
10	5'
11	5'2"
12	5'4"
13	5'6"
14	5'8"
15	5'10"
16	6'
17	6'2"
18	6'4"
19	6'6"
20	6'8"

Strength	Modifier to Height
3	−6"
4-5	−4"
6-8	−2"
9-12	none
13-15	+4"
16-17	+8"
18	+1'

Constitution	Modifier to Height
3	−3"
4-5	−2"
6-8	−1"
9-12	none
13-15	+1"
16-17	+2"
18	+3"

Female Characters: No Modification to Height

Weight (Use the same 1d20 roll just used to determine height; apply modifiers for Strength and Constitution Ability Scores)

Roll	Weight (Male)	Weight (Female)
1	45	35
2	50	40
3	55	45
4	60	50
5	70	55
6	80	65
7	90	75
8	100	85
9	110	95
10	120	105
11	130	115
12	140	125
13	150	135
14	160	140

Roll	Weight (Male)	Weight (Female)
15	170	150
16	180	160
17	200	180
18	220	195
19	240	210
20	270	230

Strength	Modifier to Weight
3	−10 lbs
4-5	−5 lbs
6-8	none
9-12	none
13-15	none
16-17	+5 lbs
18	+10 lbs

Constitution	Modifier to Weight
3	−20 lbs
4-5	−15 lbs
6-8	−10 lbs
9-12	none
13-15	+10 lbs
16-17	+15 lbs
18	+20 lbs

Appearance of Ears (Roll 1d8)

Roll	Result
1	Pointed Tips, Very Small
2	Rounded Tips, Very Small
3-4	Pointed Tips, Normal Size
5-6	Rounded Tips, Normal Size
7	Pointed Tips, Very Large
8	Rounded Tips, Very Large

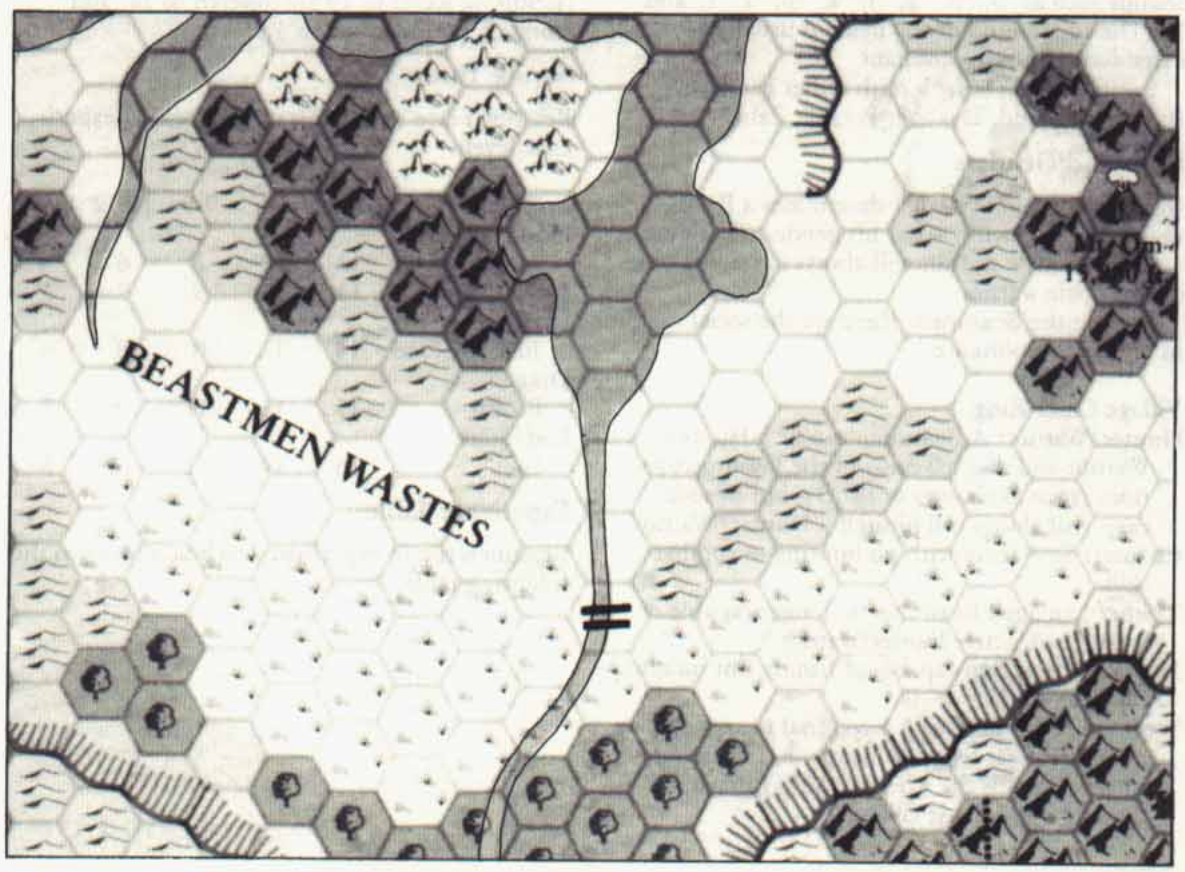
Appearance of Teeth (Roll 1d6)

Roll	Result
1	Even, Human-Like
2	Short, Sharklike
3	Protruding Upper Canines
4	Protruding Lower Canines
5	Rabbit-Like Overbite
6	Protruding Upper Jaw and Underbite

Other Characteristics (Roll 1d20)

Roll	Result
1-10	No Additional Strange Characteristic
11	Furry Body (Body Covered in Fur the Same Color as Hair)
12	One Eye (Center of Forehead)
13	Three Eyes (Third in Center of Forehead)
14	Huge, Oversized Hands
15	Huge, Oversized Feet
16	Scars on Face
17	Scars on Chest
18	Tribal Marking: Braided Hair
19	Tribal Marking: Hair Worn in Mohawk
20	Roll Twice and Apply Both Results (ignore 20's)

Beastmen Wastes



As for clothing, all Beastmen in the northern wastes wear fur boots, trousers, and hooded parkas. They are usually seal-skin or walrus-skin; mighty warriors (i.e., fighters at 5th experience level or higher) usually have bear-skin clothing, worn to show just how mighty they are.

Customs

The Beastmen are a warrior-culture; they most admire great feats of prowess, especially the single-handed slaying of the great polar bear, which few Beastmen have ever been able to accomplish. They choose their village rulers by combat.

The Beastmen are not a unified people; each village is independent of the others. But, though they are independent and fond of combat, individual villages do not often war with one another; in these icy lands, the struggle for survival takes up too much of the hunter-warriors' time.

The Beastmen are great storytellers, and admire a character who can spin a good yarn. They always demand some proof of a fanciful tale; a storyteller who tells of his own experience in some faraway land had best be able to produce a piece of evidence proving he was there, or he'll face mockery and a good-natured beating.

Names

Beastmen choose names which sound harsh and guttural to human ears—they're short (one-or two-syllable) names which are heavy on consonant sounds such as 'b,' 'd,' 'g,' 'j,' 'k,' 'p,' 'r,' 't,' and 'z.' The final sound of the name is usually an extended (double) consonant.

Sample names (usable with either gender): Bagorr, Krugadd, Dakogg, Potakk, Zabozz.

Roles and Genders

Individual prowess is what determines a Beastman's rank in society—not his gender. Therefore, a skillful female warrior will always outrank a less skillful male warrior.

Among the Beastmen, these are the social ranks in order of importance:

Village Chief-King

Hunter/Warrior: A Beastman can be a Hunter/Warrior and also have any of the lower occupations (such as chanter or fisher), but in such cases will always call himself a Hunter/Warrior.

Chanter: Storyteller with no hunting or combat skill.

Teacher: An aged Beastman no longer capable of living as an active hunter/warrior.

Fisher: A Beastman capable of fishing but incapable of fighting.

Tender: A Beastman who is too frail to stay outdoors for great lengths of time; he/she tends the fires, tends the whelps, works furs, and does other domestic chores.

Beastmen do not automatically attack foreigners; in fact, they invite them within their communities, shelter them for a day and entertain them with stories, and then send them on their way. However, they will respond to aggression with similar aggression.

Most Beastmen worship the immortal Ka the Preserver.

Language

Beastmen speak the Beastman language (which they call the Grruuk language), Neathar human, Antalian, and Icevale elvish.

Allies and Enemies

The Beastmen have no allies in the Hollow World. They wage occasional war with the Antalians and the Icevale Elves to the south, but never at the same time; when they're fighting with one race, they're trading with the other.

New Character Race: Beastmen

To create a Beastman player character, follow these guidelines.

Racial Ability Modifiers

Beastmen cannot have scores above 16 in Intelligence or Wisdom. But Beastmen are still required to have scores of 16 in Intelligence to become a wokan or 16 in Wisdom to become a shaman.

Beastmen receive a +1 modifier to Strength and Constitution, and a −2 modifier to Dexterity. (Resulting scores of 19 are lowered to 18, and scores of 1-2 are raised to 3.)

Saving Throw Table

Beastmen save as Fighters of an identical experience level:

Level	1-3	4-6	7-9	10-12	13-15
Death Ray or Poison	12	10	8	6	4
Magic Wands	13	11	9	7	5
Paralysis or Turn to Stone	14	12	10	8	6
Dragon Breath	15	13	11	9	7
Rod/Staff/Spell	16	14	12	10	8

Experience Table

Beastmen rise in experience levels according to the following table:

Experience Level	Experience Points	Hit Dice
1st	0	1d8+1
2nd	1,200	2d8+2
3rd	2,400	3d8+3
4th	4,800	4d8+4
5th	9,600	5d8+5
6th	19,000	6d8+6
7th	38,000	7d8+7
8th	76,000	8d8+8
9th	150,000	9d8+9
10th	300,000	10d8+10
Each +1	240,000	+2 hp *

*: Constitution bonus no longer applies; +2 hit points per level thereafter.

Beastmen can reach 18th level.

Gaining New General Skill Slots

Above 18th level, the ceiling for Beastmen characters, Beastmen get another general skill slot every 960,000 points earned.

Prime Requisite

The prime requisite for Beastmen is Strength. A Beastman with a Strength of 13 gets a +5% experience bonus; one with a Strength of 16 gets a +10% experience bonus.

Minimum Scores

To be a Beastman, a character must have a Strength and Constitution of at least 10.

Weapons and Armor

Beastmen have a natural AC of 7 due to their tough, leathery hides. They gain benefits from other armor only when that armor exceeds their own natural defenses—in other words, a Beastman wearing leather armor will still have an AC of 7. One in scale mail armor will have an AC of 6.

Beastmen (except wokani) can carry shields, which reduce AC by 1 (AC7 becomes AC6).

Beastmen, as a character class, can use any sort of weapon which fighters can use. However, the Beastmen race in the Hollow World is limited to its cultural weapons; a Beastman cannot use a weapon which is not one of its cultural weapons.

Cultural Melee Weapons: Axe/battle, axe/hand, dagger, sword/short, mace, club, hammer/war, hammer/throwing, spear (including harpoon), javelin, net.

Cultural Missile Weapons: Sling.

Cultural Armor: Leather, shield (horned shield, tusked shield allowed).

Shamans Can Use: Mace, club, hammers, net; leather armor and shield.

Wokani Can Use: Dagger, club, net.

Shamans and Wokani

Beastmen may be shamans and wokani (see the *Master DM's Book*, page 21, and the Character Creation chapter of this book). Only those with an Intelligence of 16 may be wokani, and only those with a Wisdom of 16 may be shamans.

Beastmen shamans and wokani receive the normal 1d8+1 hit points per level.

Beastmen may rise to 8th level as shamans and 4th level as wokani.

Special Abilities

Beastmen have Infravision to a 60' range, just like dwarves and elves.

Languages

Beastmen speak their own language and Common (which, in the Hollow World, is the Neathar language).

Alignment

Beastmen may be of any alignment.

General Skills

Beastmen are not required to take any specific General Skills.



Blacklore Elves

Blacklore elves, descendants of one of the most ancient elvish races, have long forgotten the ways of nature and are entirely dependent on technology, especially the servant-robots they call *automatons*. Machines also cultivate the carpet of grass on the floor of their valley, erect buildings of glass and steel, build elevated walkways between the buildings, and maintain the flying disks which the elves use for recreation and transportation.

In their warm, secret valley near the south pole, they live far away from any other intelligent race, indulging themselves in fads and entertainments, and trying to fill the empty voids of their lives with new knowledge or diversions.

Appearance and Dress

The Blacklore elves look like other elves, though they tend to be a little shorter, a little lighter, a little more frail.

The Blacklore elves wear strange clothing. The colors of their boots, hose, and tunics usually clash with one another. The hose and boots are plain and undecorated, but the tunics are unusual, featuring uneven hems, sleeves of different lengths, stripes or geometric designs in clashing colors, buttons, braid, and chains, and other unusual decorations.

Customs

The Blacklore elves have no interest in or feelings toward nature or the outdoors; they prefer city life, do not like plants or animals, and tend to be frightened of nasty weather and monsters of all varieties.

These elves are very interested in art, philosophy, and culture. Their art leans toward three-dimensional forms, including sculpture (welded abstract sculpture rather than carved representative sculpture). Their philosophy centers around trivial issues (for example, are the dimensional Spheres, such as the Sphere of Time, actually *spheres*, or could they actually be a little more oblong, or perhaps cubes, or shaped like shoe-boxes?). Their culture also leans toward the impractical and useless (is it permissible to sip one's drink through a straw? What about using a funnel instead?).



These elves are very faddish. Any new and interesting style—especially of art or clothing—will be swiftly adopted by everyone, explored and varied within an inch of its life, and just as swiftly dropped and forgotten.

Names

Blacklore elves have names similar to other elves. They consist of two to four syllables and contain many soft consonants and diphthongs: 'll,' 'ph,' 'sh,' and 'th' especially. Common names sound like Shillandrian, Thylestria, Dothryllia, and Syllander, for example.

Most Blacklore elves use epithets—descriptive terms added to their names. One elf might be Shillandrian Redeye, another Thylestria the Falcon, another Dothryllia Burn-Mark.

Roles and Genders

Males and females share equal rights under Blacklore law.

Language

These elves speak the Blacklore dialect of elvish (which is understandable by all other elves). They also speak Neathar and Jennite.

Allies and Enemies

The Blacklore elves have no regular contact with any outside race and consequently have no allies or enemies.

Character Classes

All Blacklore elves start off as *warrior-elves* (from the Character Creation chapter). A Blacklore elf with an Intelligence of 16, 17 or 18 who leaves his valley can conceivably learn magic elsewhere in the Hollow World.

Weapons and Armor

Blacklore elves wear no armor and use no weapon except the *torch*, a hand-held, disk-shaped flame-thrower with a range of 30'; it does 1d8 damage per blast. These elves have no enemies, but often duel among themselves with these weapons.

However, even though the Blacklore elves' cultural weapons and armor appear to be so limited, a Blacklore elf character will not find himself that limited in actual play: See Special Compensations, immediately below.

Special Compensations

Important Note: Because of the special circumstances of the Blacklore elves' origin, they are not

subject to last chapter's *cultural bias* rules. A Blacklore elf character adventuring in the outer world can take on the weapons, clothing, and armor of *any other race* without penalty; he won't earned reduced experience for three levels, won't become an outcast to his own society, etc.

General Skills

Blacklore elves are not required to take any specific General Skills. Skills commonly taken include Craftsman (any art or craftsman skill).

Brute-Men

The Brute-Men are Neanderthals who have been in the Hollow World since before the rise of modern species of mankind. They live in caves, wear clothing made of skins, and live by hunting wild game and gathering fruits, nuts, and vegetables.

Appearance and Dress

Brute-Men look much like modern humans. They are a little hairier and have foreheads which slope slightly (not dramatically) back. Dress a Brute-Man in modern clothes, and he will not look unnatural—just a little brutish (and there are plenty of modern men who will look just like him).

They wear animal skins sewn with hide lacing. Their clothing includes vestlike torso garments, loincloths, and furs wrapped around their feet and laced tight like a buskin or boot.

Customs

The Brute-Men carve icons from bone and stone, and paint primitive but evocative art on the walls of their caves.

In spite of their brutish reputations, they are a gentle people. They savagely defend their homes and young from aggressors, but do not go out of their way to attack those who trespass in their territory; instead, they select a brave warrior or counselor to confront and meet with the intruders, to divine the intruders' intentions.

The Brute-Men are semi-nomadic. They tend to occupy the same cave or cavern complex for years, until the game in the area becomes too sparse; then, they move on to another series of caves in a region more thick with game.

The Brute-Men worship the Immortal Kagyar the Artisan, whom they call Ka-gar.

Names

Brute-Men tend to have names which sound short and coarse to more civilized ears—usually two hard consonant sounds separated by a short vowel: Borgg, Krukk, Gard, Brod, Gerk, and so forth. Names of more than one syllable are usually divided by hyphens, and the syllables are pronounced with a slight hesitation between them: Da-gor, Mak-rur, etc.

Roles and Genders

The Brute-Men are male-dominated; very few females have any power within the tribe. However, female wokani and shamans have equal rights with the tribe's males.

Language

The Brute-Men speak their own language, which most people call Brute-Man or "brutish," but which the Brute-Men themselves call "ka-na-to."

They also speak Neathar.

Allies and Enemies

The Brute-Men have cautious but not warlike relations with the Tanagoro men to the southwest. They stay far away from the valley of the Hutaaka to the south.

New Character Race: Brute-Men

To create a Brute-Man character, follow these guidelines:

Racial Ability Modifiers

Brute-Men start out with a −1 modifier to Intelligence scores and a +1 modifier to Constitution scores. (Treat all scores of 2 as 3's and scores of 19 as 18's.)



Saving Throw Table

Brute-Men save as clerics of an identical experience level:

Level	1-4	5-8	9-10
Death Ray or Poison	11	9	7
Magic Wands	12	10	8
Paralysis or Turn to Stone	14	12	10
Dragon Breath	16	14	12
Rod/Staff/Spell	15	13	11

Experience Table

Brute-Men may reach 10th experience level, according to the following chart:

Experience Level	Experience Points	Hit Dice
1st	0	1d8
2nd	1,000	2d8
3rd	2,000	3d8
4th	4,000	4d8
5th	8,000	5d8
6th	16,000	6d8
7th	32,000	7d8
8th	64,000	8d8
9th	130,000	9d8
10th	260,000	10d8

Gaining New General Skill Slots

Above 10th level, the ceiling for Brute-Men characters, Brute-Men get another general skill slot for every 520,000 points earned.

Prime Requisite

The Prime Requisite for a Brute-Man is Strength. A Brute-Man with a Strength of 13 gets a +5% experience bonus; one with a Strength of 16 gets +10%.

Minimum Scores

All Brute-Men must have at least a Strength of 9 and a Constitution of 9.

Weapons and Armor

Brute-Men are limited to the following types of weapons and armor:

Cultural Melee Weapons: Axe/hand, dagger, mace, club, blackjack, hammer/throwing, staff, spear, javelin.

Cultural Missile Weapons: Bow/short, sling.

Cultural Armor: Leather; no shields.

Shamans Can Use: Axe/hand, mace, club, blackjack, hammer/throwing, staff; leather armor.

Wokani Can Use: Dagger, club, staff; no armor.

Shamans and Wokani

Brute-Men may reach 4th level each as shamans and wokani. See the rules from the Character Creation chapter on becoming shamans and wokani.

Special Abilities

Brute-Men have superior hearing; a Brute-Man character is never *surprised* in an ambush.

Additionally, Brute-Men receive a permanent +1 to initiative when Individual Initiative is rolled.

Brute-Men can detect secret doors, traps, and other hidden construction on a 1-3 on 1d6—but *only when it is disguised as a natural object*. In a house, the Brute-Man can't detect a secret door any better, but he *can* often detect the secret door disguised as a boulder or a tree-trunk.

Languages

Brute-Men speak their own language and the Common Tongue.

Alignment

Brute-Men can be of any alignment.

General Skills

Brute-Men are not required to take any specific General Skills. Skills commonly chosen by such characters include Fire-Building, Survival (Mountain/hill I), Hiding (I), and Danger Sense (W).

Elves (Gentle Folk)

The Gentle Folk elves are pacifistic, fatalistic elves occupying a hidden valley deep in the forests of the northern hemisphere.

Appearance and Dress

The Gentle Folk, also known as Truedyl-Clan, elves look much like any other elves. However, they appear to be tired and listless, sad and depressed.

They wear simple tunic-like garments of fine linen, usually dyed in natural green or brown colors. They usually go barefoot, and carry no weapons except for staves.

Customs

The Gentle Folk elves are absolute pacifists. They refuse to lift a finger to save themselves or anyone else. If sufficiently motivated, they might run away from danger.

Their interests are all academic: They ponder philosophy, the meaning of live, the patterns of history, the rhythm of nature, the virtues of music and poetry, the development of logical thought, and many other subjects. They don't, however, become passionate or angry in their deliberations; they are as dully pacifistic in their philosophical concerns as in everything else.

They are vegetarians, eating no meat, seldom even cooking food; mostly they eat raw vegetables, fruits, and nuts.

The Gentle Folk elves are descendants of the outer-world elves who survived an ancient catastrophe in the land now called Glantri. That disaster, and the subsequent years of subterranean travel it took the elves to get clear of the Glantrian area, beat all the fight and love of life out of these elves.

Playing a Gentle Folk elf would be a difficult challenge for a player character; the temptation for such a character to lift a finger in his own defense or to save someone else would surely drive a Gentle Elf player to defy his culture's customs and begin to behave like a member of another culture.

Names

Gentle Folk elves have names similar to those of other elves: They consist of several syllables, make only sparing use of hard consonants like 'b,' 'd,' 'j,' 'k,' 'p,' and 't,' and trip off the tongue like the noises made by a running river: Lythedria, Dyllian, Thenrynnia, etc.

Roles and Genders

Among the Gentle Folk, neither gender dominates the other (nobody dominates *anybody*, for that matter); the sexes are entirely equal. Everybody cares for himself alone and his infant children, if any; father and mother equally share the task of rearing the young.

Language

The Gentle Folk elves speak the standard elvish language, and speak Neathar, gnoll, hobgoblin, and orc.

Allies and Enemies

Neathar tribes nearby know that there are elves in this valley, but misinterpret the elves' passiveness and lack of weaponry as massive confidence based on magical power; therefore, they do not come to this valley. The Gentle Folk have no specific allies or enemies.

It's a sure bet, however, that if a conquering force were to invade the valley, the Gentle Folk would be an easy conquest for that force.

Character Classes

Most Gentle Folk elves are 1st-level warrior-elves. One elf in a hundred will have the necessary intelligence and motivation to have learned something about magic, and so will be a normal elf of 1st to 3rd level.

Weapons and Armor

Gentle Folk elves are not allowed to wear any armor or carry any weapon but a staff; many carry daggers as well, but use them only for cutting plants, whittling wood sculptures, pruning trees, etc.

Special Compensations

Player character Gentle Folk elves are allowed one special compensation: They do not suffer the *cultural bias* experience penalties when they decide to abandon their old ways and adopt new customs. (They still do find themselves exiled from their homeland if they adopt other races' customs.)

This doesn't free the player from the obligation of role-playing the elf's discomfort at learning to be aggressive or to fight for what he believes in . . . it just means he won't suffer experience-point losses for doing so.

General Skills

Gentle Folk are not required to take any specific general skills.

Elves of Icevale

The Elves of Icevale are vigorous, hardy elves living in the frozen northern mountains and forests. On mountain slopes, they build small cabins which are usually insulating entries from the cold outdoors into snug, heated mountain caves.

Appearance and Dress

Icevale Elves are tall, healthy-looking elves, usually blond with green or blue eyes and very pale, fair complexion; they sometimes look as if they themselves were made of ice.

They wear deerskin trousers and tunics, close-fitting hard leather boots lined with down, and heavy hide overcoats. Most of their garments are made of or at least decorated with fur.

Customs

These elves are hunters and foresters. They travel by dogsled, snowshoes or skis, and are experts at travelling on snow and ice.

They live mostly on wild game hunted in the mountain forests; unlike some elven cultures, these elves are no vegetarians. However, they are still like most elves in their reverence for nature and the wilderness; they don't tolerate anyone despoiling their lands.

They make their own entertainments in these cold, forbidding lands, and have many social affairs—gatherings, dances, sporting competitions, craftsman competitions, brewing competitions . . . seldom does a week go by without there being held some sort of gathering of Icevale elves.

The Icevale elves are pranksters. They enjoy playing tricks on one another, and even more so on travelers through their lands. If travelers endure these pranks with their tempers intact, the Icevale elves will have some respect for them; if the travelers respond with violence, the elves will drive them out of their mountains.

The special Immortal patrons of these elves are Fredar and Fredara, Wotan, and Donar; many of them also follow Ordana and Ilsundal.

Names

Icevale elves don't have the same sort of soft, lyrical names that many other elven cultures do.

Icevale names are usually three to five syllables long, and very bold. Names such as Thiordanna, Niarlodar, Golithian, Truteldia, and others suggest the length and bold spirit of their naming practices.

Roles and Genders

Icevale elves make distinctions between the rights and duties of males and females, but consider them equal in influence.

Males are responsible for the rearing of male children. They are expected to become the best warriors possible with the spear and other melee weapons, and to fight wars when warfare is necessary.

Females are responsible for the rearing of female children. They are supposed to become experts with the bow, and are superior hunters.

(This doesn't mean that males don't ever hunt and females don't ever fight in combat . . . just that males are supposed to be better fighters and females better hunters. It doesn't always work out that way, of course.)

Language

Icevale elves speak the normal elvish language (with their own distinctive dialect) and Neathar human, as well as Krugel orc.

Allies and Enemies

The Icevale elves often find themselves battling the more warlike Beastmen and Antalians, though usually not at the same time. Often, they are fighting one of these races and trading their furs and metal goods to the other.

The Icevale elves also trade with the Neathar tribes living to the south. These Neathar do not often invade into Icevale lands, except when the southern hunting is poor; then, they often send hunting expeditions into elven lands.

The Icevale elves are aware of the Krugel orcs to the southeast. The Krugels very seldom come far enough north to fight the Icevale elves, but the two races do clash whenever they have the opportunity; they hate one another.

Character Classes

Most Icevale elves are warrior-elves from the Character Creation chapter. All those who have sufficient intelligence become normal elves, learning magic.

Weapons and Armor

Icevale elves have very few restrictions on their weapon and armor choice. They *prefer* long bows, spears, and broad swords, but most weapons are counted among their cultural weapons:

Cultural Melee Weapons: Axe/battle, axe/hand, dagger, sword/short, sword/normal (broad), sword/two-handed, sword/bastard, mace, club, staff, spear, javelin, net.

Cultural Missile Weapons: Crossbow/light, crossbow/heavy, bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail, chain mail, banded mail, shield (horned shield, knife shield, sword shield, tusked shield allowed).

General Skills

Icevale elves are not required to take any specific General Skills. Skills often chosen by these elves include: Nature Lore (Mountains), Survival (Mountains), Tracking, Ledge Hopping, Mountaineering, Storytelling (Ch).


BOOM!

Hutaakans

The Hutaakans are jackal-headed humanoids. While bearing a superficial resemblance to gnolls, they are actually an older, far more sophisticated race.

Hutaakans were created by the Immortal Pflarr, one of the patron Immortals of the Nithian people, and as a race have long served that Immortal. Individual Hutaakans can be messengers for the Immortal or just adventurers wandering and learning about the Hollow World.

Appearance and Dress

The Hutaakans are tall, slender, furred humanoids. They are shaped like men, but their heads resemble those of jackals; they have thin hands and feet ending in jackal-like claws. They walk upright and look intelligent; these are no dumb animals wearing clothes.

Hutaakans are divided into three social classes: Priests (who are shamans of Pflarr), functionaries (bureaucrats), and workers (the common Hutaakans). Each class has a distinctive style of dress:

The priests wear a long-sleeved robe reaching to the ground, dyed in a bright color such as white, yellow, light blue, etc., and belted at the waist; over it, they wear a sleeveless over-robe which hangs open at the front, is unbelted, and is dyed in a much darker color such as black, dark blue, or dark red.

The functionaries wear costumes which are identical, except that with them the under-tunic is dark and the over-tunic is light.

The workers wear bright tunics which reach only to the knee, and which are belted at the waist.

They do not wear footwear; their clawed feet are not comfortable in shoes or sandals.

When preparing for war, the Hutaakans don armor over their under-tunics—usually, it's leather or chain armor.

Customs

The Hutaakans exist to do the will of the Immortal Pflarr. This doesn't mean that they're drooling slaves; they're merely a very devout people.

Most Hutaaka spend almost all their waking hours in the pursuit of their duties. The priest attend to the maintenance of the temples and performance of duties laid down by Pflarr. The functionaries organize the efforts of the workers. The workers farm the fields, herd the herd-beasts, build new towers and homes, clean, repair roads, tend the Hutaakans' foot-pad riding lizards, and perform every other labor and service task the functionaries require.

The Hutaakans, including the workers, are also very haughty, believing themselves to be the race most favored by their Immortal patron; they tend to condescend when speaking to members of other races. They aren't consciously snobbish; they've just always been taught that they are superior and consequently take a superior tone.



Names

Hutaakan names tend to be three syllables in length. To make a Hutaakan name, choose one prefix, one middle syllable, and one suffix from the lists below:

Prefixes: Ba-, By, Cha-, Ja-, Ka-, Ki-, Xa-, Xi-.

Middle Syllables: -chi-, -phor-, -qa-, -si-, -ta-, -ti-, -xa-.

Suffixes: -edz, -ex, -phix, -qa, -quet, -ta, -teq.

The letter 'q' is pronounced here as 'kw.' The letter 'x' may be pronounced as a raspy, guttural 'h' or as a hissed 'z.'

Roles and Genders

Hutaakan males and females are equal in rights and duties; it is an individual's temperament and talent, rather than gender, which dictate what occupation he or she chooses.

Language

The Hutaakan language, called Hutaaka, sounds (to human ears) like coughs and barking. The Hutaakans also speak Nithian and Neathar.

Allies and Enemies

The Hutaakans have no specific allies or enemies. The Brute-Men to the east and Tanagoro to the west keep well away from them. The Nithians to the south know of them but consider them a supernatural race beloved of Pflarr and tend to stay out of Hutaakan territory.

New Character Race: Hutaakans

To create a Hutaakan player character, use these guidelines:

Racial Ability Modifiers

Hutaakans receive a −1 penalty to Strength scores and a +1 to Wisdom. Treat all scores of 2 as 3s, and all scores of 19 as 18s.

Hutaakans are slower-moving than most other races; their basic movement rate is 90′ (30′).

Saving Throw Table

Hutaakans make saving throws like clerics of an identical experience level:

Level	1-4	5-8
Death Ray or Poison	11	9
Magic Wands	12	10
Paralysis or Turn to Stone	14	12
Dragon Breath	16	14
Rod/Staff/Spell	15	13

Experience Table

Hutaakans can reach 8th level, according to the following table:

Experience Level	Experience Points	Hit Dice
1st	0	1d4
2nd	1,200	2d4
3rd	2,400	3d4
4th	4,800	4d4
5th	9,600	5d4
6th	20,000	6d4
7th	40,000	7d4
8th	80,000	8d4

Gaining New General Skill Slots

Above 8th level, the ceiling for Hutaakan characters, Hutaakans get another general skill slot every 400,000 points earned.

Prime Requisite

The prime requisite of the Hutaaka is Wisdom. A Hutaakan with a Wisdom of 13 gets a +5% experience bonus; one with a Wisdom of 16 gets +10%.

Minimum Scores

Hutaakans are not required to have a minimum score in any attribute.

Weapons and Armor

Hutaakans, because of their slightly tough hides, start play with an AC of 8. A Hutaakan with a shield will have AC 7, as will one with just leather armor; a Hutaakan with leather and shield will be AC 6.

Hutaakans are limited to the following weapons and types of armor:

Cultural Melee Weapons: Dagger, sword/short, sword/normal (broad), mace, club, hammer/war, hammer/throwing, staff, whip.

Cultural Missile Weapons: Crossbow/light, crossbow/heavy, sling.

Cultural Armor: Leather, scale mail, chain mail, banded mail, shield (horned shield, knife shield, sword shield, tusked shield not allowed); Barding for riding lizards (leather, scale, chain only) is allowed and weighs the same as barding for horses.

Shamans Can Use: All cultural weapons except swords; all cultural armor.

Wokani Can Use: Dagger, staff, sling; no armor.

Shamans and Wokani

Hutaakans can reach 8th level as shamans and 4th level as wokani. See the *Character Creation* chapter for the costs on this process.

Special Abilities

Hutaakans are stealthy and eerie. Every Hutaakan has *move silently* and *hide in shadows* abilities equal to those of thieves of the same experience level.

Languages

Hutaakans speak their own language, the Neathar common tongue, and the orc and gnoll tongues.

Alignment

All Hutaakans are of the Neutral alignment.

General Skills

All Hutaakans must take one of the following General Skills: Honor Pflarr (W), or Mysticism (W).



Jennites

Jennites are nomadic cavalrymen who follow vast herds of aurochs (an ancient breed of oxen) all over the plains of the southern hemisphere.

Appearance and Dress

Jennites are human beings of average height, with dark, coppery skin, dark hair and eyes.

Men and women alike wear long-sleeved, knee-length tunics decorated with brightly-colored bands and stripes (clan and family markings), baggy trousers gathered at the ankles, hard leather boots, heavy cloaks, and woolen hoods. This heavy clothing is dictated by their terrain: The cold, windy plains of the southern hemisphere, where nothing stands between them and the south pole except some high grass.

All adults wear a heavy weapons-belt both in peacetime and wartime. From the right hip of this belt hangs an oversized quiver which holds both 24 Jennite arrows and the special, diminutive Jennite bow. From the left hip hang the sheathes for broad sword and dagger. Men and women both wear this weapons belt.

Customs

The Jennites are nomads. They travel on horseback, carrying with them all their belongings, including the heavy auroch-hide tents which they pitch whenever they encamp.

They have a special admiration and friendship for the horse, and feel that they would only be a minor race, a race of victims, if they were not masters of the horse. They tend to look down on anyone who cannot ride a horse.

The Jennites think a lot of gift-giving; they always carry a few small, nicely-crafted gift-items in their belt-pouches, for chance encounters with old friends or peaceable strangers. They give their gifts freely but feel insulted by someone who doesn't offer a gift in return, even an obviously hastily-arranged gift.

Jennites have a savage reputation because they execute prisoners of war. But that doesn't mean they slaughter anyone they meet; they'll react peaceably with anyone who approaches them peaceably, and don't *torture* their prisoners before executing them.

Jennites are great goldsmiths and jewelers. They must carry all their property with them wherever they go, so they are quite expert at manufacturing very valuable items of gold jewelry.

The Jennites worship Tarastia, an ancient Immortal patron of justice and revenge; much of their culture thus revolves around settling old scores and allowing no insult to go unavenged.

Names

Jennite names tend to be three or four syllables in length. You can build a variety of Jennite names by choosing one prefix, one or two middle syllables, and a suffix from the lists below:

Prefixes: Do-, Eri-, Pi-, Sa-, Ti-, Tru-.
Middle Syllables: -i-, -la-, -ni-, -o-, -si-.
Suffixes (Male): -dar, -don, -thar.
Suffixes (Female): -ca, -sa, -sia.

Roles and Genders

Men rule the Jennites, but women have the right to bear arms and fight, to speak in council, to own property, and to live on their own without need of male protectors.

Language

Jennites speak their own Jennite tongue and the Neathar language.

Allies and Enemies

The Jennites are the occasional enemies of the Tanagoro (black tribesmen to the north), Milenians (empire-builders to the west), and Nithians (empire-builders to the east). They fight the Milenians and Nithians but also trade with them; they make war with the Tanagoro but do not trade with those fierce warriors.

The Jennites have no particular allies. They do, however, trade their gold-crafts to other races, including their perennial enemies, the Milenians and Nithians.

Character Classes

Jennites can belong to any of the four human character classes: Cleric, fighter, magic-user, and thief. Clerics and magic-users must have the necessary ability scores (see the Character Creation chapter). Most Jennites are fighters; thievery is punishable by death (and is easier to detect than among city-dwellers), so thieves tend to be rare.

If you're using the **Dawn of the Emperors** boxed set, a Jennite character can belong to the Rake class.

Weapons and Armor

The preferred Jennite armor is a type of heavy scale mail (basically, scale armor shaped just like their normal clothes—tunic, pants, and hood) which has the weight and AC characteristics of chain mail armor. They do not use shields.

The best-known Jennite weapon is a specially-constructed short bow made up of layers of horn, wood, and sinew, assembled very carefully and inventively. It is the size of a short bow, and small enough to be carried in the aforementioned hip quiver, but it has all the firing and damage characteristics of the long bow.

Jennites use their special bow to fire normal weapons, and also use a special "screaming" arrow: It does only 1d4 damage, and suffers a −2 to hit, but enough of them launched in a volley will come screaming and wailing down on an enemy, perhaps panicking him into a retreat.

The following weapons and armor are permitted to Jennite characters:

Cultural Melee Weapons: Axe/battle, axe/hand, dagger, sword/short, sword/normal (broad), sword/bastard, mace, club, hammer/war, hammer/throwing, spear, javelin, lance, net, whip.

Cultural Missile Weapons: Bow/long (special).

Cultural Armor: Leather, scale mail, chain mail; Barding for horses (leather, scale only).

Clerics Can Use: Axes, mace, club, hammers, net; all cultural armor.

Magic-Users Can Use: Axe/hand, dagger, club, whip; no cultural armor.

Thieves Can Use: Dagger, swords, hammers, spear, javelin, lance; leather armor.

Special Compensations

All Jennites can use a bow from horseback without penalty, even if the horse is out of control, and receive a +1 to hit and damage when using their special Jennite bows.

General Skills

All Jennites must take the Riding general skill. Many also take skills such as Animal Empathy, Blind Shooting, Hunting, Survival (Plains), and Tracking.

Kogolor Dwarves

The Kogolor Dwarves look much like the dwarves of the outer world, but are very much a different race in terms of culture and temperament. They live in the mountains on the northern side of the equator.

Appearance and Dress

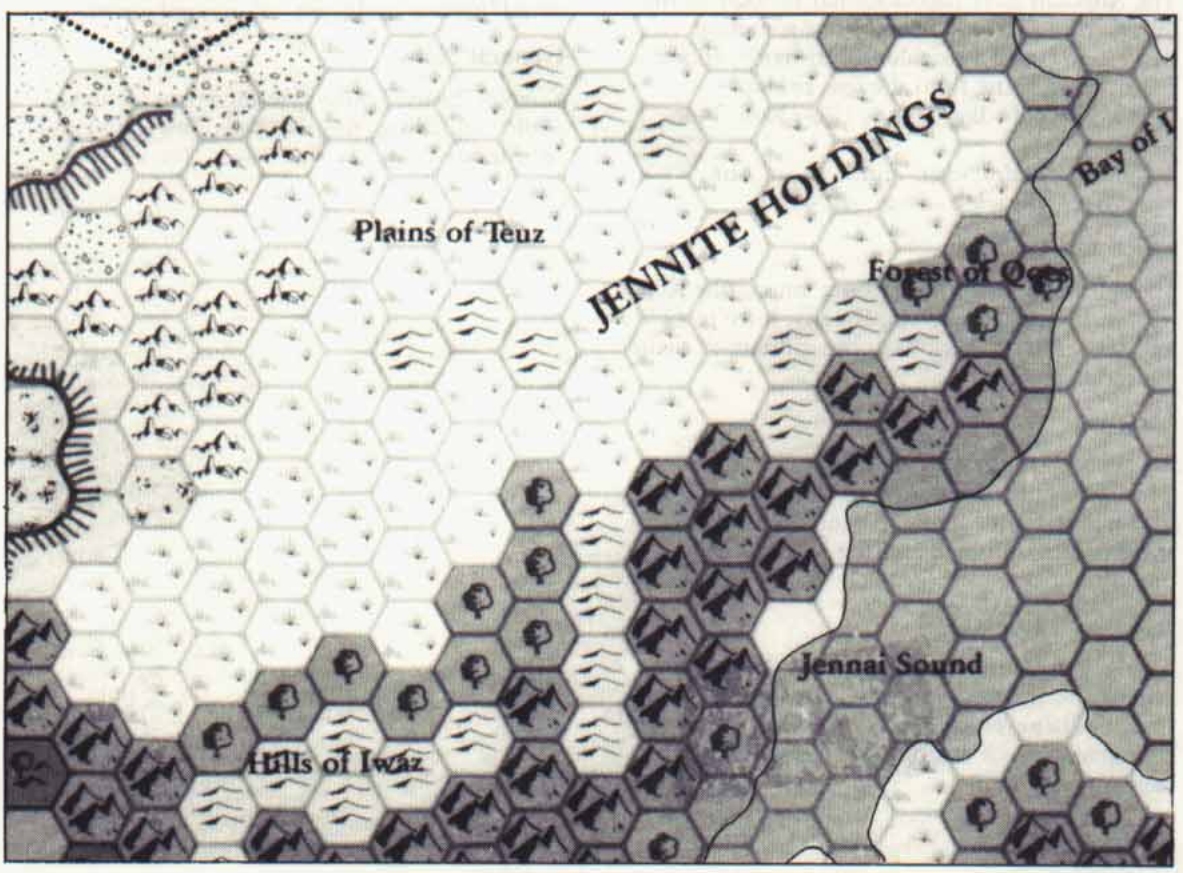
Kogolor dwarves stand about four and a half feet tall, have ruddy complexions, and tend to have bushy, coarse hair, usually red or brown. They're usually stocky and muscular, quite strong-looking.

Kogolor dwarves wear bright tunics (usually red, yellow, or orange) covered by a reversible outer coat. The coat is forest green on one side and rock-gray on the other; the dwarf, if he is trying to camouflage himself, will wear the color that best makes him blend into his surroundings.

The dwarves also wear stout pants or lederhosen, holding them up with suspenders. (Lederhosen are doeskin shorts worn with knee-high stockings.) With either type of apparel, Kogolor dwarves wear short, stout boots. They usually wear small hats decorated with feathers in the hatbands, and carry walking-canes (which have the same combat statistics as a *club*).

Rounding out the outfit is a short hat, usually worn with a feather in the brim, and a walking-cane which can also serve as a staff weapon.

Jennite Holdings



Customs

Kogolor dwarves, unlike outer-world dwarves, are cheerful, merry and outgoing, even with complete strangers. They are a very sociable race, very fond of entertaining their visitors, meeting outsiders, dancing, drinking, music, and merriment.

Most Kogolor dwarves live in stoutly-built citadel-cities made of stone and constructed high up on mountain slopes. Perhaps one dwarf family in four will live in a cave or cavern.

Kogolors are famous for their brewing, which is unmatched by other races in the Hollow World. They have their share of good craftsmen and metalsmiths too, but no more so than any other technologically-advanced race.

They have no greater an affinity for gold and jewels than humans do, another factor which makes them different from outer-world dwarves.

Kogolor mountain dwarves are loggers, woodworkers, trappers and furriers, goatherds, brewers, weaponsmiths and farmers. Though dwarf-farmers on the outer world are a lower class of dwarf, among the Kogolors they are just considered members of another, equal, profession.

One special Kogolor ability is *yodelling*. These mountain-dwarves yodel, and can send complicated messages over great distances by yodelling them.

Their Immortal patrons include Frey, Freyja, and Garal Glitterlode.

Names

The Kogolors have names similar to those of the outer-world dwarves: Short, stout-sounding names. To create a Kogolor dwarf name, choose a prefix and a suffix from the lists below:

Prefixes: Bal-, Bof-, Dur-, Glo-, Kor-, Nor-, Thor-, Tor-.

Suffixes (Male): -dur, -gun, -ic, -in, -ur.

Suffixes (Female): -a, -as, -il, -is, -la.

Roles and Genders

Males have more political power among the Kogolors, but females can own property, learn to fight, and take officer positions in the military or civilian elected positions.

Language

These dwarves speak a language called Kogolor, which is totally different from the outer-world Rockhome dwarf tongue. Kogolor dwarves also speak Neathar human and the Krugel dialect of orcish.

Allies and Enemies

The Kogolors are bitter enemies of the Schattenalfen to the west and the Krugel orcs to the north. Whenever a Kogolor dwarf meets up with representatives of one of these races, violence results.

The Kogolors trade more or less peaceably with the Neathar tribal humans and the mountain-dwelling Oltec humans to the north and west. Usually, they trade their mead, ale, and metal goods for furs, crops of maize, and game.

Character Classes

Kogolor dwarves are built just like the normal Dwarf character class.

If you're using GAZ 6, *The Dwarves of Rockhome*, you can also create a Kogolor Dwarf-Cleric. Such a character will be a cleric of one of these Immortals: Frey, Freyja, and Garal Glitterlode.

Weapons and Armor

Kogolor dwarves carry shields, wear armor up to banded mail, and carry a variety of weapons, though their preferred weapons are swords, longbows, and polearms. (They don't as often use the weapons for which outer-world dwarves are known: Axes, hammers, crossbows, etc.) More specifically:

Cultural Melee Weapons: Axe/battle, dagger, sword/short, sword/normal (broad), sword/bastard, mace, club (including walking-stick), blackjack, staff, pole arm (halberd, pike, and pole axe), spear, javelin.

Cultural Missile Weapons: bow/short, crossbows, sling.

Cultural Armor: Leather, scale mail, chain mail, banded mail, shield (horned shield, knife shield, sword shield, tusked shield not allowed).

Dwarf-Clerics Can Use: Crossbow, dagger, sword/normal, pole arm, all cultural armor.

General Skills

Kogolor dwarves must take these two General Skills: Signalling (Kogolor Yodelling Code) and Mountaineering.



Krugel Orcs

Krugel orcs are a tough, lean, yellow-skinned variety which occupies the eastern desert of the Hollow World. They're accomplished horsemen and mercenary cavalrymen, and are a danger to any race living near their arid lands.

Appearance and Dress

Krugel orcs average about 5'6" tall. They are strongly-built but not over-muscled; the hot desert climate doesn't encourage them to carry around extra fat or unnecessary muscle.

These orcs have a yellow-brown skin tone and very heavy brow ridges, which make them look cunning and suspicious.

Krugel orcs wear light tunics, long trousers, knee-high boots of hard leather, and a garment called a tabarko. This garment is a circle of cloth some 6' in diameter, with a hole in the middle; the wearer slips the tabarko over his head, his head through the hole, and lets the tabarko cloth hang down in front and back. This garment, usually white or bright yellow to reflect the sunlight, allows the orc's skin to breathe but allow allows him to conceal a lot of personal weaponry. The tabarko is worn over armor when armor is worn.

The orcs also wear a broad-brimmed hat against the sun, a sword-belt, and spurs. Their saddles come equipped with a lance-rest and quivers for bow and arrows.

Customs

The Krugel orcs live in small communities in arid scrub-lands. They always build near a river or on land where wells can be sunk; they don't live out in utterly inhospitable desert.

Their towns, built mostly of mud-brick and (if it is in plentiful enough supply) wood, feature low shack-like houses and large stables and corrals for their herds of ponies.

For the Krugels are a cavalry race; they live and e by the horse. All their lives are wrapped up in ring for their horses, and profiting from their orses: The Krugels make their living as mercery horsemen, hiring out their cavalry abilities to y culture willing to pay them.

When not fighting wars for other races, the rugels keep bison (for the meat) and also make valry raids into surrounding territories. They on't raid to destroy: They simply smash their way to a small community, kill its defenders, and le off again with a season's worth of crops and aft-goods. This allows the community to rebuild that it can be picked clean again a year or so ter.

With favoritism toward none, the Krugels inde the farmer-descendants of the Antalians to e east, the Neathar villages to the west, even the ltecs to the southwest and Antalians to the orth.

The Krugels mostly worship Karaash, the special patron of warlike orcs.

Names

Krugel orc-names are short and stern-sounding: "Krugel" itself was the name of one of the race's greatest generals. Krugel names make heavy use of short, hard consonants like 'd,' 'g,' 'k,' 'p,' and 't,' and are usually only one or two syllables in length.

Roles and Genders

The Krugels are a military society to whom performance is the only measure of worth. Therefore, males and females are equal in their culture . . . but only military officers (of either gender) have any sort of power within their society.

Language

The Krugel orcs speak their own harsh, terse dialect of the orcish language. They also speak the Neathar human tongue.

Allies and Enemies

The Krugels violently despise the Kogolor dwarves to the south; this is part of their ancient hatred of dwarves in general, for they were nearly wiped out by dwarves some 1,500 years ago.

They have only contempt for the farmers to the east, whom they look upon as prey. They are less contemptuous of the Neathar tribes to the west; they consider the Neathar to be hopeless barbarians, but know they can't match the Neathar humans in the deep woods or other home territories.

They are professionally disinterested in the Oltecs, whom the Azcans sometimes hire them to attack. They are suspicious of the Azcans and the Schattenalfen; though they accept raiding-jobs from those races, they know that both the Azcans and Schattenalfen are treacherous and never turn their backs on members of those races.

New Character Race: Krugel Orcs

To create a Krugel orc, follow these guidelines:

Racial Ability Modifiers

Krugels receive a modifier of +1 to Strength scores and −1 to Dexterity. Treat results of 2 as 3s and results of 19 as 18s.

Krugel orcs cannot have Intelligence or Wisdom scores above 16. If you roll an Intelligence or Wisdom higher than 16 and still want to play a Krugel orc, lower the higher score to a 16.

Saving Throw Table

Krugel orcs save as fighters of the same experience level:

Level	1-3	4-6	7-9	10-12	13-15
Death Ray or Poison	12	10	8	6	6
Magic Wands	13	11	9	7	6
Paralysis or Turn to Stone	14	12	10	8	7
Dragon Breath	15	13	11	9	8
Rod/Staff/Spell	16	14	12	10	9

Experience Table

Krugel orcs gain experience levels and hit points according to this table:

Experience Level	Experience Points	Hit Dice
1st	0	1d8
2nd	1,000	2d8
3rd	2,000	3d8
4th	4,000	—
5th	8,000	4d8
6th	16,000	5d8
7th	32,000	6d8
8th	64,000	—
9th	130,000	7d8
10th	260,000	+2 hp *
+1 Level	+200,000	+2 hp *

*: Constitution Bonus no longer applies; +2 hit points per level thereafter.

Krugel orcs have the same experience-level limit as humans: They can reach 36th level.

Prime Requisite

The Krugel orc's prime requisite is Strength. If he has a Strength of 13, he gains a +5% experience bonus; if his Strength is 16, he gains +10%.

Weapons and Armor

Krugel orcs can use the following weapons and armor:

Cultural Melee Weapons: Dagger, sword/short, sword/normal (broad), sword/bastard, mace, club, hammer/war, spear, javelin, lance, net, whip.

Cultural Missile Weapons: Crossbow/light, crossbow/heavy, bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail, chain mail, banded mail, shield (horned shield, knife shield, sword shield, tusked shield allowed); Barding for horses (leather only).

Shamans Can Use: Mace, club, warhammer, lance, net; all cultural armor.

Wokani Can Use: Dagger, club, net, whip.

Shamans and Wokani

Krugel orcs can achieve 6th level as shamans, 4th as wokani.

Special Abilities

Krugel orcs have no special abilities. (On the outer world, they had infravision, but in the fifteen centuries since they moved to the land of the eternal sun they've lost that particular trait.)

Languages

Krugel orcs speak their own orcish dialect and the Neathar human tongue.

Alignment

Krugel orcs can be of any alignment, but most are Neutral.

General Skills

All Krugel orcs must take the Riding (Horse) general skill.



Kubitts

Kubitts are a strange race of humanlike beings who stand an average of 18" tall.

Created by an Alphatian wizard nearly a thousand years ago, Kubitts look nearly identical to humans, except for their diminutive size. They occupy and vigorously defend their own small valley of the Hollow World (and, of course, their valley seems much bigger to *them* . . .)

Appearance and Dress

The Kubitts look like pale-skinned humans; they tend to have red, brown or black hair and dark eyes (almost never do they have blue or green eyes).

In their own homes, they wear tunics (thigh-length, short-sleeved, belted at the waist) and high-thonged sandals. The tunics are always decorated with horizontal stripes about half an inch wide in two alternating colors (black-and-red and blue-and-yellow are two common color schemes).

In the rain forests, they wear tunics and trousers in a neutral green color and splashed with brown patches; this camouflage pattern allows them to hide very effectively in forest terrain.

Kubitt armor is always dyed or painted black; this includes helmets, shields, boots, and other accoutrements. Kubitts paint personal heraldic designs on the faces of their shields; each warrior has his own design or can wear his family's design.

Customs

The Kubitts, in spite of their diminutive stature, are a warrior culture, with their entire society organized along military lines. All adult Kubitts belong to the army, and the queen is the army's commander-in-chief.

As warriors, their primary goal is to dominate their surroundings. They're not interested in conquering other intelligent races, but they *are* interested in bending their environment to their will: To make a given area of land their own, to clear out its predators, to tame and domesticate its smaller animals to serve them, etc. They *are* good fighters, and are especially good at setting snares, setting up observation posts and spy networks, sneaking around, and leading their prey into traps or on wild goose chases. They are even experts at excavating false footprints of giant beasts (dinosaurs, giant humanoids, etc.) to intimidate intruders.

Kubitts build their homes in the trees, 30' or more above ground; they build flat, disk-shaped treehomes (2' high for every story in the home) connected by 9" wide rope bridges stretching from tree to tree.

Kubitts tame many sorts of forest animals (large birds of prey, foxes, small dogs, small lizards, etc.) to serve as riding-beasts; ask your DM for stats for one of these creatures if he allows your Kubitt character to start play with a riding-animal.



The Kubitts worship the Immortal Vanya, their patron.

Names

Among the Kubitts, all women's names have three or four syllables, while all men's names have one or two.

To create typical Kubitt names, choose a prefix and a suffix (for males) or a prefix, one or two middle syllables, and a suffix (for females):

Prefixes: Bor-, Chim-, Khal-, Phil-, Van-, Zar-, Zor-.

Middle Syllables (Female): -al-, -an-, -is-, -or-, -ur-.

Suffixes (Female): -da, -this, -va, -ya.

Suffixes (Male): -don, -thon, -von, -yon.

Roles and Genders

Among the Kubitts, women rule. The kings they choose are important figureheads, public figures, and morale-boosters, but not rulers. Men may be military officers, and the military forces are about equally divided between males and females, but the higher ranks of the Kubitt military are almost exclusively filled by females.

Language

The Kubitt language is Alphatian. Kubitts also speak the Neathar human tongue, and two languages remembered from their ancient past: Nixie and Dryad.

Allies and Enemies

No sentient race is aware that the Kubitts occupy their forlorn valley, so the Kubitts have no intelligent enemies. However, more so than most other races, they are in continual war with the dinosaurs and other monsters of the Hollow World; it is much harder for these diminutive warriors to clear their lands of dinosaurs than it is for other races.

Ability Scores

Kubitt player characters roll their Strength scores on 2d6 + 1 (for a possible range of 3-13) and all other scores on 3d6 (for the normal 3-18 range). Additionally, they receive a +2 bonus to Dexterity (count results of 19 or 20 as an 18 instead).

Character Classes

Kubitts are basically humans, and can choose from any of the normal human character classes: Cleric, fighter, magic-user, and thief. Additionally, if you're using the boxed *Gazetteer* set **Dawn of the Emperors**, you can also create Kubitt characters who are foresters or rakes by following the normal rules for those character classes.

Kubitts get the types of hit dice appropriate to the character classes they choose; though they are small, they are very tough and durable people and so are no easier to kill than humans.

Weapons and Armor

Kubitts wear miniature suits of armor, carry miniature shields, and wield miniature weapons.

Their armor gives them the same Armor Class benefits that full-sized armor of the same type does; thus, Kubitt chain mail and shield results in a base AC of 4.

Their weapons do much less damage than the weapons of full-sized humanoids. Statistics for Kubitt weapons follow:

Kubitt Weapon	Damage Roll	Range— S	M	L
Battle Axe*	1d6			
Bow				
Arrow*	1d4	10	30	50
Club	1d2***			
Crossbow				
Quarrel*	1d3**	15	30	45
Dagger	1d2***			
Hand Axe	1d3**			
Mace	1d3**			
Pole Arm*	1d6			
Sling	1d2***	10	20	30
Spear	1d4	5	10	20
Sword (Normal)	1d4			
Sword (Short)	1d3**			
Sword (Two-Handed)*	1d6			
War Hammer	1d4			

* This weapon requires two hands for use. Attacker may not use a shield and always loses initiative.

** Roll 1d6, counting a 1-2 as 1 point, 3-4 as 2 points, and 5-6 as 3 points of damage.

*** Roll 1d4, counting a 1-2 as 1 point and 3-4 as 2 points of damage.

Kubitts with Strength scores of 13 receive the +1 damage bonus for their extra strength.

The weapons above constitute the Kubitts' cultural weapons. As for their armor:

Cultural Armor: Leather, scale mail, chain mail, banded mail, shield (horned shield, knife shield, sword shield, tusked shield not allowed).

Clerics Can Use: Club, mace, sling, war hammer; all cultural armor.

Magic-Users Can Use: Dagger, club, sling; no armor.

Thieves Can Use: Dagger, short sword, normal sword, longbow, crossbow, sling; leather armor.

Special Problems

Kubitts have special problems as adventurers. Since they are so small, they cannot ordinarily reach or manipulate objects more than 2' above floor level; even when armed with Kubitt pole arms, they cannot strike targets more than 4' off the ground. The DM must keep a careful eye on the activities of Kubitt player characters and use their height restrictions against them at every appropriate opportunity.

Special Compensations

On the other hand, Kubitts have certain advantages, too.

Kubitts are very strong for their size, and so they do not suffer any movement penalties; when they run, they make great 6' leaps which allow them to run as fast as similarly-encumbered humans.

Also, they are a very stealthy race. Kubitts all have *move silently* and *hide in shadows* scores identical to thieves of the same experience level; and Kubitt thieves get +10% bonuses each to those two skills.

General Skills

Kubitts are not required to take any specific General Skills, but most take Hiding, Riding (some sort of domesticated forest animal), and Tree-walking.

Malpheggi Lizard Men

The Malpheggi are a race of swamp-dwelling lizard men. They're sly and cunning survivors, among the most mercenary sentient races of the Hollow World, and challenge the notion that lizard men are just dumb brutes with scaly hides.

Appearance and Dress

Malpheggi lizard men stand from 6' to 7' tall. They stand like men, walking on two lower legs and manipulating weapons and objects with their forelimbs. But they are very reptilian in appearance, with fine-scaled skin, lizard-like heads, and strong tails. Their hands and feet are clawed and are webbed (to help propel them when they swim) between their digits.

Malpheggi coloration ranges from yellow, through all sorts of greens, to pure black; a very few Malpheggi lizard men are albino (pure white, with pink eyes).

Malpheggi lizard men don't wear clothes, but do wear belts and baldrics for their weapon-sheathes and other useful pouches.

Customs

Malpheggi lizard men are cunning and suspicious. They trust one another, and can come to trust representatives of other races who prove their trustworthiness over a period of *years*, but will otherwise never take someone at face value.

These lizard men are very protective of their young and their swamp. The swamp is theirs, and anyone entering it had best be bringing them gifts or business, or at least be willing to leave by the most direct route when confronted by a lizard man . . . otherwise, the intruder will find himself chased out or killed as soon as possible.

They're a clever race. They don't care for direct confrontation; they don't stand up in front of intruders in combat lines and allow themselves to be conveniently cut down. Instead, they use the terrain to their advantage, swimming stealthily beneath the black surface of the water, kidnapping stragglers from intruder parties, ambushing scouts, whittling down the numbers of the opposition.

They're mercenaries. They hire out their services to anyone willing to pay their price. Their usual services include guiding war-parties through the fringes of the swamps so those parties can launch sneak attacks on nearby enemies, or to accompany war-parties on aquatic expeditions (in order to scout out enemy positions, cut subterranean nets or harbor defenses, etc.).

Most Malpheggi lizard men worship the Immortal Ka, who is their patron.

Names

Malpheggi names are short and sibilant, using many consonants and diphthongs which can easily be hissed: 'f,' 'h,' 'l,' 'r,' 's,' and 'sh' especially.



Names such as Sliss, Haarss, Hlaar, Shlirr, and so forth are very common.

Roles and Genders

By ancient tradition, the Malpheggi are ruled by a queen. Beyond that tradition, males and females are equal in stature.

Language

The Malpheggi speak their own lizard man tongue, the dragon language, and the Neathar human language.

Allies and Enemies

The Malpheggi sell their services as scouts and warriors to the Azcans and the Schattenalfen, but do not like or trust representatives of either of those races. The Malpheggi help the Azcans against the Schattenalfen, and the Schattenalfen against the Azcans; they lead the Azcans against the Oltecs; and they have no personal interest in *any* of these struggles.

The Malpheggi do hate one sort of human, the Nithians, whom they remember from their most ancient legends. Though no living Malpheggi lizard man has ever seen a Nithian, were he to see a human matching the description of Nithians, he'd fly into a murderous rage. In ancient times, the Nithians of the outer world brought a fatal plague to the outer-world lizard men and nearly destroyed the race.

New Character Race: Malpheggi Lizard Men

If you want to create a Malpheggi lizard man character, here is how you do it:

Racial Ability Modifiers

Malpheggi lizard men receive a +2 bonus to Strength ability scores, and a −2 to Dexterity. (Change all results of 19 or 20 to 18's instead, and results of 1 or 2 to 3's instead.) In spite of popular belief, Malpheggi lizard men do *not* suffer penalties on Intelligence scores.

Saving Throw Table

Lizard men save as clerics of the same experience level:

Level	1-4	5-8	9-12
Death Ray or Poison	11	9	7
Magic Wands	12	10	8
Paralysis or Turn to Stone	14	12	10
Dragon Breath	16	14	12
Rod/Staff/Spell	15	13	11

Experience Table

Malpheggi lizard men can rise to 12th experience level, according to the following table:

Experience Level	Experience Points	Hit Dice
1st	0	1d8
2nd	1,500	2d8
3rd	3,000	3d8
4th	6,000	4d8
5th	12,000	—
6th	25,000	5d8
7th	50,000	6d8
8th	100,000	7d8
9th	200,000	8d8
10th	300,000	—
11th	400,000	9d8
12th	500,000	10d8

Gaining New General Skill Slots

Above 12th level, the ceiling for Malpheggi characters, the lizard men get another general skill slot with every 400,000 points earned.

Prime Requisite

Strength is the prime requisite for Malpheggi lizard men. A lizard man with a Strength score of 15 gets a +5% experience bonus; one with a score of 18 gets a +10% bonus.

Minimum Scores

A Malpheggi lizard man must have a score of at least 13 in Strength and 9 in Constitution.

Weapons and Armor

Weapons and armor permitted to Malpheggi lizard men include these:

Cultural Melee Weapons: Axe/battle, axe/hand, dagger, sword/short, sword/normal (broad), sword/bastard, hammer/war, hammer/throwing, spear, javelin, trident, net.

Cultural Missile Weapons: Crossbow/light, crossbow/heavy.

Cultural Armor: Shields only (horned shield, knife shield, sword shield, tusked shield allowed).

Shamans Can Use: Axes and hammers; shields.

Wokani Can Use: Dagger, net.

Shamans and Wokani

Malpheggi lizard men can reach 6th level as shamans and 4th as wokani.

Special Hindrances

Lizard men can wear no armor, though they can carry shields (and thus lower their AC by 1).

Special Abilities

These lizard men have numerous special abilities:

Though they are slower on land than many other races, they aren't as slow as most lizard men. Their land movement rate is 90' (30').

They can *breathe water*, as in the spell of the same name, but with unlimited duration; they swim very well, and have a swimming rate of 120' (40').

Lizard men have a naturally tough hide; they have a basic AC of 5.

Even when unarmed, Malpheggi lizard men still have their claws. When striking barehanded, with their claws, they get *two* 1d4 attacks.

Languages

Malpheggi lizard men speak their own language, the dragon language, and Common (Neathar).

Alignment

Lizard men may be of any alignment, but most are neutral.

General Skills

Malpheggi lizard men must take the Survival (Swamp) general skill.



The Merry Pirates

The Merry Pirates are members of a pirate culture that developed on the tropical islands of the Atlass Ocean. They are composed of descendants of numerous outer-world races, races which share common piratical traits.

Appearance and Dress

The Merry Pirates descend from numerous ethnic backgrounds, and so they can be fair-skinned or darker-skinned, or even copper-skinned or black-skinned, with hair ranging through blond, red, brown, and black.

The Merry Pirates wear distinctive piratical garb. The basic elements of the costume include tight-fitting trousers reaching to the lower calf (in blue, tan, or some other not-too-glaring color), and a light tunic (either short-sleeved or long-sleeved) which is v-necked and loose, usually of a bright color or decorated with horizontal stripes.

Footwear for the outfit ranges from slippers (worn with no stockings), shoes (with knee-high stockings), boots (knee-high and soft, often with cuffs which turn down from the top), to no footwear at all.

Most pirates also wear colorful sashes around their waists; these are usually of a bright color which sets off or even clashes with the tunic.

Other pirate decorations include earrings, scarves worn around the neck or hair, three-corner hats, cloaks, and lots of jewelry. Aboard ship, only officers wear weapon-belts except during combat engagements, when all pirates arm themselves to the teeth.

Pirate Kings (very prosperous and successful pirate captains) often wear a more military outfit. A common Pirate King outfit consists of tight black trousers, black boots, and black belt; a loose, ruffled-front white silk shirt; and a long-tailed coat (usually red or blue) heavily decorated with brass buttons and epaulets.

Many pirates wear wooden legs, eye-patches or hook-hands as souvenirs of old injuries.

People living on shore in the Merry Pirate communities wear garments with similar decorations and colors. However, male landlubbers usually wear full-length trousers instead of calf-length, while female landlubbers usually wear skirts instead of trousers.

Customs

The Merry Pirates are loud, energetic braggarts and adventurers. They exaggerate their own individual and collective accomplishments until they bear only the most passing relationship to the truth.

By ancient tradition, they're all showoffs; every Merry Pirate vies to outdo every other Merry Pirate, especially when taking heavily-laden cargo ships. Every Merry Pirate action or celebration turns into a series of competitions: Who can get to the enemy captain first, who can defeat the most enemy sailors, who can perform the single most spectacular feat in the taking of an enemy vessel, who can fire the most accurate ballista-shot, who can drink the most, who can spend money the most wantonly in a tavern celebration, who can attract the most ladies . . . every Merry Pirate activity is an excuse for competition.

Not all the competitions are friendly; the Merry Pirates settle disagreements by duels. Most duels are conducted until it is obvious that one fighter is getting the worse of the fight (i.e., until one duelist is down to half his hit points; the neutral party judging the duel gauges when such a duel is over), but some are to the death, especially between hated rivals.

Though Merry Pirate culture is identical from city to city, the Merry Pirates are not a nation; each city is independent, and sometimes (during lean years) they sack one another.

The Merry Pirates give great importance to a character's word of honor. They'll believe just about anything someone says if that person pledges his word of honor. However, if the person pledging his word later turns out to be a liar, everyone who witnessed the word of honor is likely to be so offended that they'll all try to kill him the next time they see him. A character who for-

swears himself on his word of honor to the Merry Pirates makes enemies of a whole culture.

Various of the Merry Pirates worship just about every Immortal known to man. Their favorite Immortals are Halav, Petra, Zirchev, Odin, Thor, Frey, Freyja, and Vanya, and the patron Immortal of the Merry Pirates is Korotiku the Trickster.

Names

Because the Merry Pirates are descended from so many ethnic origins, just about any type of name can be found among the pirates. Choose a name which sounds good.

Many pirates add descriptive terms to their names. Monikers such as Redbeard Kray, Dashua the Bold, Mikail Black-Eagle, Carola the Grappler, and Stefan the Orc-Snapper are common among the Merry Pirates.

Roles and Genders

Most of the active pirates are men. Many pirates bear a superstitious fear that women aboard ship are very bad luck, and that a ship which sails with a woman aboard is doomed. Males tend to have more influence and rights in the Merry Pirate culture, though women *can* own ships and property, represent themselves in court, and so forth.

There are women pirates. Some male captains will hire female crewmen, and there are some female ship-captains, such as Carola the Grappler.

Language

The Merry Pirates all speak the common Neathar tongue. Every Merry Pirate also gets one extra language.

If he was born among the Merry Pirates, he must choose his language from the following list: Thyatian, Traldar, Ostlander, and *hin* (halfling).

If he was a foreigner captured and recruited to the Merry Pirates before beginning play, he should choose the language of his native race. A Milenian-turned-Merry Pirate would choose Milenian, for instance.

Incidentally, it's permissible to create a first-level Merry Pirate with the background that he was captured from another race (or freed from captivity among another race) by the Merry Pirates and then given an offer: Sail with the Pirates or die. In such a case, the character can be presumed to have undergone his *cultural bias* losses while he was still 0-level, a normal human or demi-human. Therefore, he does not start with any of the special compensations of his nation of origin, nor does he suffer any of the *cultural bias* losses.

Allies and Enemies

The Merry Pirates are enemies of just about every civilization on the shores of the Atlass Ocean. The Milenians and Azcans, especially, hate them; the Traldar are their enemies, but the Traldar also have a pirate tradition and don't take it personally.

If there is a race with whom the Merry Pirates are friendly, it is the Makai islanders. These are cheery natives occupying several southern islands. They won't sail with or otherwise help the Merry Pirates in wars, but welcome them whenever the Merry Pirates decide to drop anchor in their harbors. The Makai also tend to rob them blind whenever they visit.

Character Classes

Most Merry Pirates are humans, and so can belong to any of the human character classes: Cleric, fighter, magic-user, and thief. If you're using the boxed *Gazetteer* set **Dawn of the Emperors**, you can also create Merry Pirate characters who are *Rakes*.

About 10% of the Merry Pirates are halflings, and so you can create a halfling pirate character. Also, if you're using GAZ 8, *The Five Shires*, your Merry Pirate halfling characters can become *masters*.

Weapons and Armor

Because of their ethnic diversity, the Merry Pirates have access to a lot of weapons and armor.

The pirates wear nothing heavier than leather armor on shipboard; pirate captains don't let their sailors wear anything heavier, because heavier armor will drown a sailor who falls into the water. But on the land (for example, when they sack seaside cities), the Merry Pirates can wear just about any armor.

The *cutlass* and *rapier*, two of the pirates' favorite weapons, take the statistics of the normal sword.

Cultural Melee Weapons: Axe/battle, axe/hand, dagger, sword/short, sword/normal (broad), sword/two-handed, sword/bastard, mace, club, blackjack, hammer/war, staff, pole arm (pike only), spear, javelin, trident, net, whip.

Cultural Missile Weapons: Crossbow/light, crossbow/heavy, bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail, chain mail, banded mail, plate mail, suit armor, shield (horned shield, knife shield, sword shield, tusked shield allowed).

Clerics Can Use: Mace, club, blackjack, war hammer, staff, net; all cultural armor.

Magic-Users Can Use: Dagger, club, blackjack, staff, net, whip; no cultural armor.

Thieves Can Use: Dagger, all swords, blackjack, net, whip, all cultural missile weapons, leather armor.

General Skills

All Merry Pirates must take the Profession (Sailor) general skill. Most take other sailing-related skills as well, such as Navigation.

Milenians

The Milenians are an industrious, enterprising empire of explorers and builders. They most resemble classical-era Greeks in their architecture, arms and armor.

It is for their architecture that most foreigners remember them. The Milenians build huge civic buildings (palaces, temples, baths, libraries, etc.) featuring lines of enormous, carefully-sculpted stone columns. They erect statues of carved marble or ivory, decorated with gold and artfully-applied paint, over broad paved plazas which act as their meeting-places. Their architecture is big, bold, and artful, and unlike any other in the Hollow World.

Appearance and Dress

The Milenians are an olive-skinned people; most have brown hair and eyes, though a few are blond or red-headed. Blue eyes are very rare among them.

As a race, the Milenians are not particularly tall; they are usually a couple of inches shorter than average height. But they are a very fit people, interested in regular exercise and healthy food from the cradle to the grave, so most Milenians appear to be healthy and fairly athletic.

The costume of the Milenian man is a short-sleeved linen tunic reaching to his thigh and belted at the waist; it is worn with sandals. The status of the wearer determines the tunic's quality and color; a poor man's tunic will be off-white and of coarse cloth, while a rich man's tunic will be brightly dyed or embroidered and made of high-quality cloth.

The costume of the Milenian woman is a sleeveless gown, the hem of which reaches the ground; again, the wearer's wealth is reflected in the quality and colors of the garment.

Milenians like jewelry, particularly well-crafted bracelets and necklaces, and all Milenians wear some sort of jewelry; even slaves have beads or seashells strung together as a necklace.

Customs

The Milenians are a conquest-minded, imperial power. But they elect their emperor; they do not approve of dynasties. (In ancient Milenian history, a dynasty became degenerate and led to the empire's collapse, and modern-day Milenians intend never to let that happen again.) The Emperor determines imperial policy, deciding whom the empire will aid, whom it will conquer, whom it will harass. An elected Senate controls the empire's purse-strings and can help guarantee success or failure of the Emperor's plans by manipulation of the budget.

Citizens (land-owning men) of the empire elect the Senate; Senators serve six-year terms and may serve any number of terms consecutively. The



Senate elects the Emperor, who remains emperor for life or until he chooses to abdicate.

The Milenians keep slaves. Some slaves are Milenian; many more are Tanagoro and Jennites. Native Milenian slaves are put to work in the cities; foreign slaves are kept together in work-gangs in the wilderness.

The Milenians maintain a powerful army, composed of a large, well-trained, well-supplied infantry (famous for its pikemen phalanxes) and smaller chariot and naval units. The navy is no match for the Merry Pirates, who prey on Milenian shipping.

The Milenians worship the Immortals Halav and Petra.

Names

Milenian names are usually from one to four syllables long.

Male names end in suffixes such as -ius, -ion, -us, and -on. Female names end in suffixes such as -a, -ia, -ra and -tia.

Roles and Genders

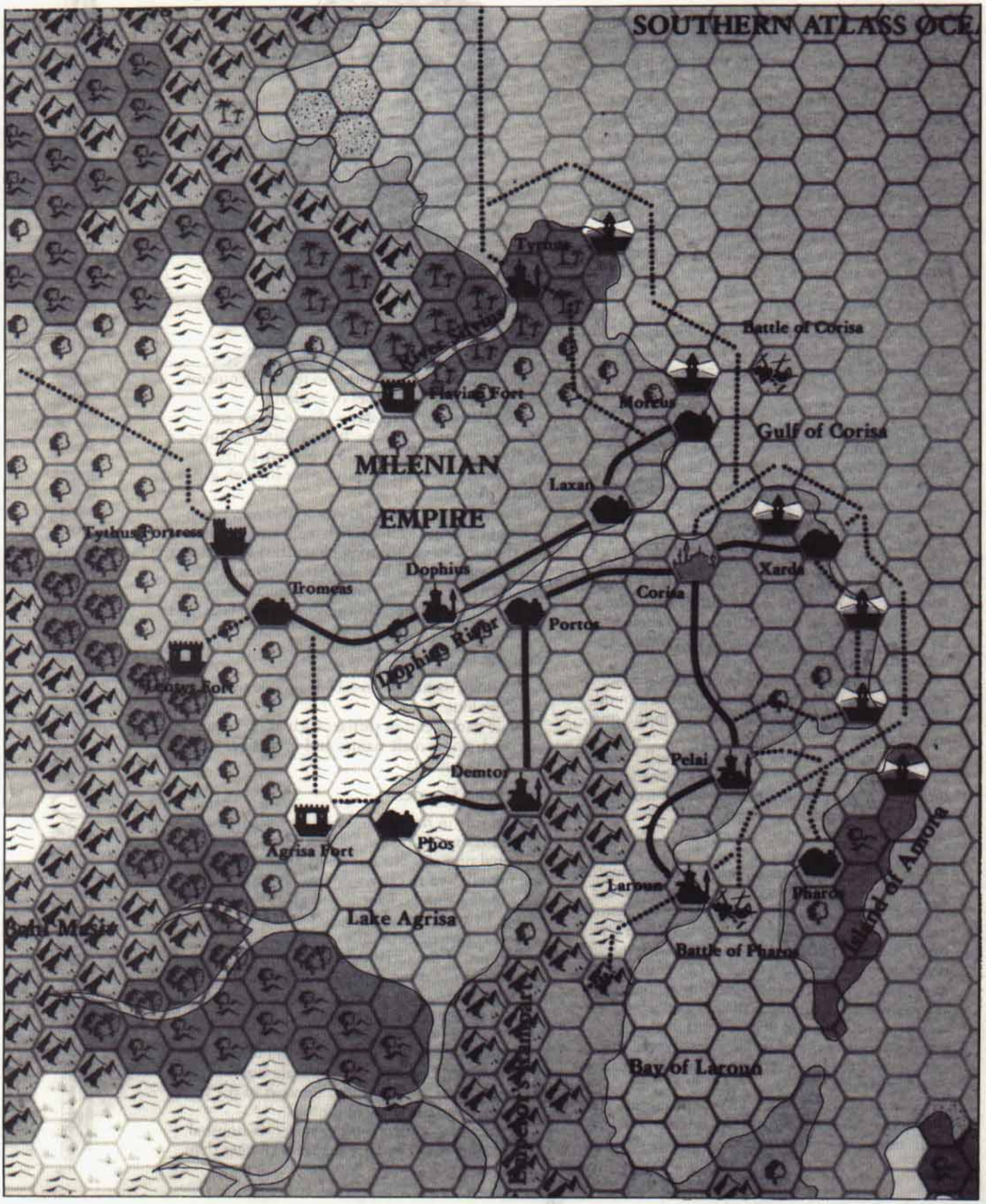
Men rule in the Milenian empire; women are second-class members of society. They can own personal property but not buildings or land; they are not allowed to carry weapons larger than daggers. A few women have found great success and power by running shipping concerns or using society connections to influence senators.

Because of the social prejudice against them, women do not often become fighters or adventurers. However, if you are creating a female Milenian player character, there are some things you can do to get around these restrictions:

Female clerics may wear armor and carry weapons normally, because even the male-dominated Milenians have to admit that the laws of the Immortals supersede those of mortals.

Female magic-users tend to suffer no unusual restrictions; they can carry blades no longer than

Milenian Empire



daggers anyway, and a staff does not violate the law, as it can be explained away as a walking-staff.

Many adventuresome women fighters and thieves adopt disguises as youthful males, and adventure under male identities for years. Usually, they carry on double lives, appearing to be upright, ordinary women in their true identities and then going on mad escapades in their male identities. They often confide the truth to their closest friends. When the government discovers that a female adventurer has been doing this, they usually try her for a minor charge of fraudulent representation, give her a slap-on-the-wrist sentence (usually, a fine of several hundred gold pieces), and sternly admonish her never to do such a thing again; chronic adventuresses usually ignore this warning, of course.

Language

The Milenians speak the Milenian language and the Neathar tongue.

Allies and Enemies

The Milenians truly have no allies. They conduct peaceful trade with the Traldar to the north, but the Traldar do not join them on their military expeditions.

The Milenians do, however, have many enemies: The Nithians to the far east, the Tanagoro and Jennites to the near east, and the Merry Pirates to the north.

Character Classes

Milenians are humans and can choose from any of the normal human character classes: cleric, fighter, magic-user, and thief.

Weapons and Armor

Milenians prefer to use spears, pikes, short swords, and long bows, but their full range of cultural weaponry is listed below.

Milenian armor is a type of hardened leather armor which is identical, in weight and protection, to scale mail (AC 6, 300 cn). This armor is a boiled leather cuirass (torso armor) shaped to conform to the body of the wearer, a metal helmet, and leather greaves and vambraces. They often wear feather or horse-hair crests on their helmets. Milenians also carry round shields on which they paint monster faces and other colorful designs.

Cultural Melee Weapons: Axe/battle, dagger, sword/short, mace, club, staff, pole arm (pike only), spear, javelin, trident, net.

Cultural Missile Weapons: Bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail (normal Milenian armor), shield (horned shield, knife shield, sword shield, tusked shield not allowed); No barding for horses.

Clerics Can Use: Spear, javelin, short sword, sling; all cultural armor.

Magic-Users Can Use: Dagger, staff, net; no cultural armor.

Thieves Can Use: Dagger, short sword, staff, spear, javelin, trident, net, short bow, long bow, sling; leather armor.

Special Compensations

The Milenians don't have much of a range of armor, and so they receive a Special Compensation: They get a permanent +2 to hit and +1 damage with all spear-type weapons (pike, spear, javelin, and trident).

This Special Compensation disappears if a Milenian defies his cultural bias, as described in the Character Creation chapter.

General Skills

Milenians are not required to take any specific General Skills.





Nithians

The Nithians are a race of monument-builders living on a fertile river in the middle of the desert. In dress, culture and architecture, they most resemble the ancient Egyptians of the real world.

Appearance and Dress

Nithians are dusky-skinned, dark-haired people, rather short of stature.

Male common workers and slaves wear a simple white loincloth. Female common workers and slaves wear a simple, sleeveless white linen dress. Some palace slaves of either gender wear only a belt.

Wealthier Nithians wear similar clothes, but made of richer fabric, such as near-diaphanous, brightly-dyed linen. They further decorate themselves with gold jewelry, which they greatly adore; any sort of jewelry which can be made of gold is worn by the Nithians. Nithian fashion-plates will wear incredible amounts of gold jewelry in spite of their personal discomfort from carrying around so much extra weight.

In the city of Hapta, the Nithians wear the same sorts of clothes . . . but the Haptans are descendants of the western Tanagoro tribesmen, and their skin is jet-black.

The Nithians lend a unique appearance to the land itself. They build gigantic pyramids to house their dead kings. They also build other types of tombs, often set into cliff-faces or built underground; they build obelisks (giant spike-like monuments); they erect statues; they construct huge temples featuring long lines of round columns; they are unparalleled in the Hollow World for their monumental architecture.

Customs

The Nithians are a theocratic race: Their pharaohs (kings) and queens are all clerics, as are many lesser nobles, governors and city-rulers. The Pharaoh's secondary wives do not have to be clerics, nor do *all* other rulers—but the restriction is an absolute one for the Pharaoh and his chief wife.

The Nithians think that the Pharaoh is the Immortals' hand-picked and most favored representative on the earth. Nithians worship the Pharaoh as if he were already an Immortal, and he is expected to embark on the path to immortality at the earliest time he is ready for that task.

Worship dominates the interests of the Nithians. Everything they do is for the greater glory of the Pharaoh and the Immortals. The farmers and workers pay heavy taxes which go to fill the temple warehouses and storehouses and to allow the nation's rulers and clerics to have lavish lifestyles.

The Nithians carefully preserve the bodies of their dead, and bury them with their possessions, believing that in some long-distant day the dead will return to occupy their bodies and return to life.

Nithians do keep slaves. Most of them are Nithian-born and are slaves all their lives. A few are foreigners, especially Tanagoro or Jennite prisoners; they are kept as work-crews in distant parts of the Nithian empire. But slaves do not build the nation's pyramids or other monuments; those chores are accomplished by farmers and other free laborers during the seasons when the fields need no tending.

Nithian nobles sometimes marry brothers to sisters. Though some people object that, like purebred animals, humans can be inbred to sickness and stupidity, the custom is too deeply entrenched in Nithian culture to be changed. Nithians do practice polygamy as well, with one wealthy nobleman taking several wives.

The Immortal patrons of the Nithians are Rathanos and Pflarr. However, the Immortals Ixion, Valerias, and Kagyar have strong cults within the Nithian culture.

Names

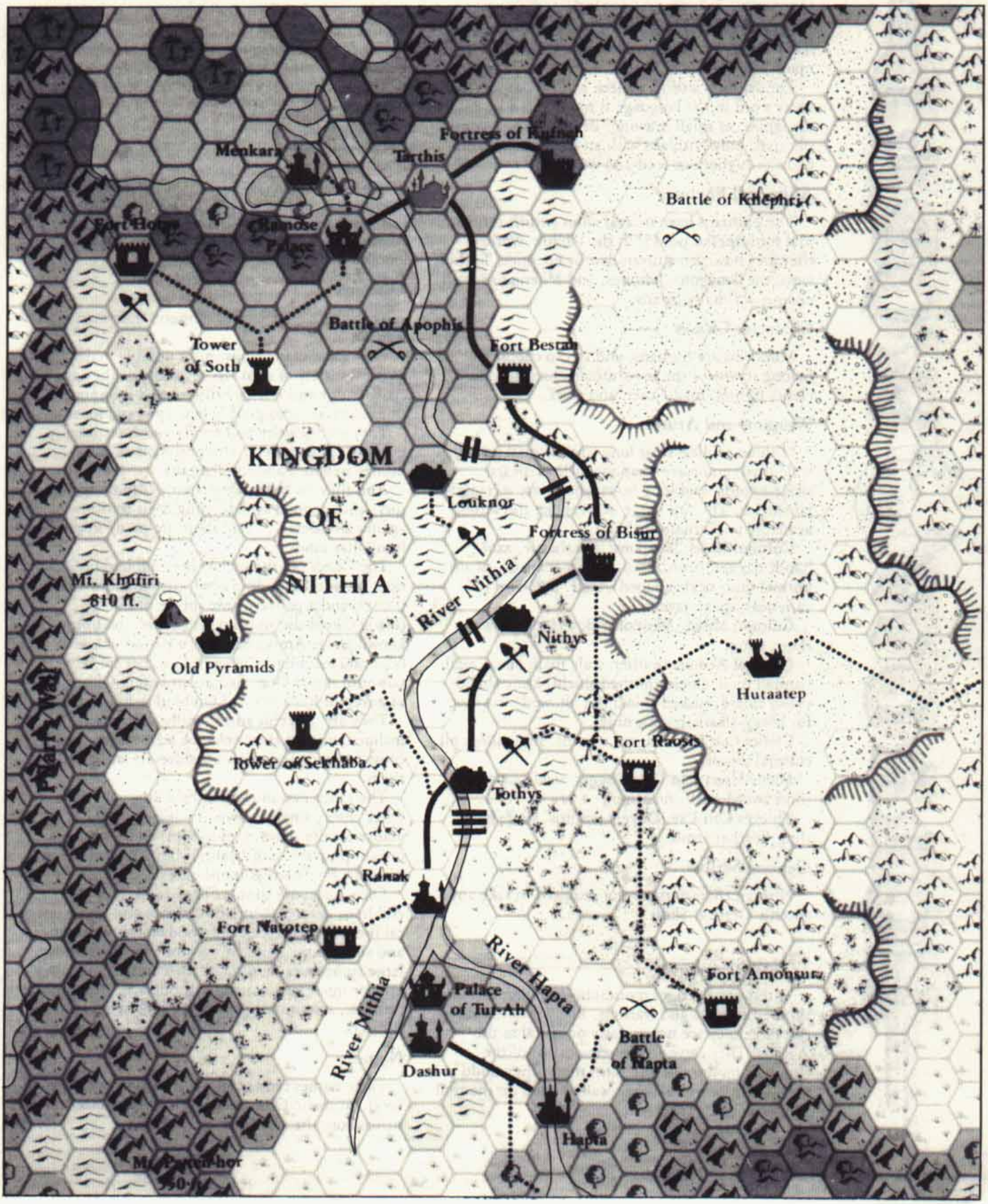
Nithians have names similar to the names of ancient-era Egyptians; any name which sounds appropriate for ancient Egypt is also suited to a Nithian character.

Roles and Genders

Men wield more political power than women among the Nithians, and only men become soldiers. Women are not allowed to learn to fight. A woman PC who wishes to be a Nithian fighter or thief must take the *cultural bias* penalties described in the previous chapter.

However, women can become magic-users and clerics without penalty. Women also may own land, slaves, and personal property, and even rule independently (some even become pharaohs).

Nithian Empire



Language

Nithians speak the Nithian language and the Neathar tongue. Nithians who have extra language slots from high Intelligence scores often learn Tanagoro, Jennite, Hutaaka, Milenian, manscorpion, and sphinx.

The Nithian writing system is very complicated; every word in the language is represented by an ideogram, or small drawing. Because it is so complicated, only Nithians with an Intelligence score of 13 or higher can read and write.

Allies and Enemies

The Nithians have no real allies (which is normal for imperial powers in the Hollow World); they are, however, surrounded by enemies. To the west, the Tanagoro, Jennites, and Milenians are all enemies of the Nithians.

Character Classes

Milenians are humans, and so can choose to belong to any of the four human character classes: cleric, fighter, magic-user, and thief.

Weapons and Armor

Nithian soldiers wear long suits of mail (usually scale mail) and carry weapons such as spears, sickle-swords, and long bows; they carry rectangular shields. The full range of weapons and armor available to Nithians includes:

Cultural Melee Weapons: Axe/battle, axe/hand, dagger, sword/short (sickle-shaped), sword/normal (also sickle-shaped), staff, pole arm (all varieties), spear, javelin.

Cultural Missile Weapons: Bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail, chain mail, banded mail, shield (horned shield, knife shield, sword shield, tusked shield not allowed); barding for horses (leather, scale only).

Clerics Can Use: Dagger, swords, staff, sling; all cultural armor.

Magic-Users Can Use: Dagger, sickle-shaped short sword, staff; no armor.

Thieves Can Use: Dagger, swords, staff, bows, sling; leather armor.

General Skills

Nithian characters are not required to take any specific General Skills.

Oltecs

Oltecs are a race of mountain-dwelling, copper-skinned farmers and warriors. Related to the Azcan race, they are not as nasty or brutal as the Azcans. They carve fertile terraces out of the slopes of mountains and farm there; they build and live in powerful stone-walled cities on the cool mountainsides.

Appearance and Dress

The Oltecs are robust, copper-skinned men and women with dark hair and eyes; they are a little shorter than average.

The Oltec national costume is a short-sleeved, knee-length tunic; it may be worn belted or unbelted at the waist. Oltec tunics are often dull tan, but many Oltecs prefer more colorful dyes. Many Oltec men, especially those who work in the field, prefer a tan kilt instead of the tunic.

Oltecs wear sandals or go barefooted. They wear decorations such as headbands and jewelry. Their jewelry may be beads or semiprecious stones; often it is gold, for the Oltecs, like their more aggressive Azcan cousins, like gold and have access to a fair amount of it.

Customs

The Oltecs are a race of farmers, craftsmen, and warriors.

They farm many crops, most notably maize, a colorful variety of corn. As mentioned, they artificially sculpt and terrace hillsides and mountainsides to make inhospitable land into arable land.

They craft jewelry and textile goods (especially tapestries and carpets), fire pottery, and cast bronze weapons and implements.

And they do fight. They aren't chronic aggressors, but are good at defending their territory against invaders . . . and there are many invaders into Oltec lands.

The Oltecs call themselves the Children of Otzitiotl. Otzitiotl is an Immortal, the embodiment of the sun and a patron of the sphere of Energy. (Many Oltecs also worship Kalaktatla, the Immortal known as the Amber Serpent, a patron of knowledge and learning.) Clerics of Otzitiotl are very powerful in the Oltec nation, and every Oltec ruler or governor has a cleric of Otzitiotl as his advisor.

They are peaceful and friendly to similarly-inclined visitors; they welcome adventurers who come in peace and allow outsiders to settle among them.

The Oltec nation is ruled by a king called the Oltec. Every smaller town or village owes allegiance to him, pays taxes to him, and sends a certain proportion of healthy young men to be in his army for five-year terms of service.

Oltec tastes are simple. They farm, raise their children, defend their lands, dance and play musical instruments (especially woodwinds), tell stories and sing songs, build strong stone walls and carve large stone faces, and make their craft-goods; they are not interested in imperial concerns, academic pursuits, systemized philosophy, or any such subjects.

Names

Oltec names tend to be short (usually two syllables). To create Oltec names, choose a prefix and a suffix from the lists below:

Prefixes: At-, Az-, Co-, Cuz-, Lan-, Man-, Mon-, Moc-, Ot-, Ten-, Teo-, Tex-, Ti-, To-, Yu-.
Suffixes (Male): -can, -co, -loc, -pac, -tlan.
Suffixes (Female): -ca, -cha, -la, -pa, -ta.

Roles and Genders

By Oltec tradition, men tend to wield more power, and most Oltec fighters are male. However, women are not forbidden from learning arms or becoming influential advisors, craftswomen, clerics, etc.

Language

The Oltec language is the same as the Azcan tongue; it is usually called Azcan. Oltecs also speak the Neathar language.

The Oltecs have no written language. Oltecs learning other languages can learn to read in those languages if they have sufficient intelligence (i.e., a 6 or better for simple words, or a 9 or better for a functional reading ability).

Allies and Enemies

The Oltecs are peaceable with, and trade with, the Kogolor dwarves to the east and the Neathar to the north.

They are constantly harassed by, and at war with, the Azcans and the Schattenalfen. Additionally, since the Malpheggi lizard men often help the Azcans and Schattenalfen, the Oltecs consider the lizard men to be enemies.

Character Classes

Oltec characters can belong to any of three human character classes: cleric, fighter, and magic-user. Oltecs may not become thieves.

If you're using the boxed *Gazetteer* set *Dawn of the Emperors*, you can also create Oltec characters who are *Foresters* and *Rakes*.

Weapons and Armor

Oltecs warriors carry bronze daggers, bronze-tipped spears, and bows, as well as several other weapons listed below. In wartime, they wear leather armor and carry round shields.

Cultural Melee Weapons: Axe/hand, dagger, sword/short, mace, club, hammer/war, hammer/throwing, staff, spear, javelin.

Cultural Missile Weapons: Bow/long, bow/short, sling, blowgun, bola.

Cultural Armor: Leather, scale mail, shield (horned shield, knife shield, sword shield, tusked shield not allowed).

Clerics Can Use: Mace, club, hammers, staff, sling, bola; all cultural armor.

Magic-Users Can Use: Hand axe, dagger, club, staff, sling; no armor.

Thieves Can Use: Dagger, short sword, staff, spear, javelin; all cultural missile weapons; leather armor.

Oltec Hills



Special Compensations

Oltecs do not have access to very heavy armor, so they receive a Special Compensation: All Oltecs receive a permanent +1 bonus to AC (if an Oltec has a natural AC of 9, his actual AC is 8; in leather and shield, it drops to a 5; and so on).

Additionally, all Oltecs have *move silently, climb sheer surfaces,* and *hide in shadows* abilities equivalent to thieves at half their experience level; in other words, a 4th-level Oltec magic-user will have those three abilities as if he were a 2nd-level thief.

(If you're using *Dawn of the Emperors* and create an Oltec rake, he receives a +5% bonus to each of those three skills.)

General Skills

Oltecs are not required to take any specific General Skills.

Schattenalfen

Schattenalfen are pale, subterranean elves. As a race, they have lived too long below-ground; consequently, they have trouble dealing with sunlight and the outdoors.

Appearance and Dress

The Schattenalfen are elves, but somewhat different from the ordinary forest elves people are used to seeing. They average about 5′ tall and weigh anywhere from 90-110 lbs. They are very, very pale: White-skinned, white-or gray-haired, blue-or gray-eyed. Most people looking at them think they are some sort of subterranean life-form like an earthworm which has taken on humanoid form.

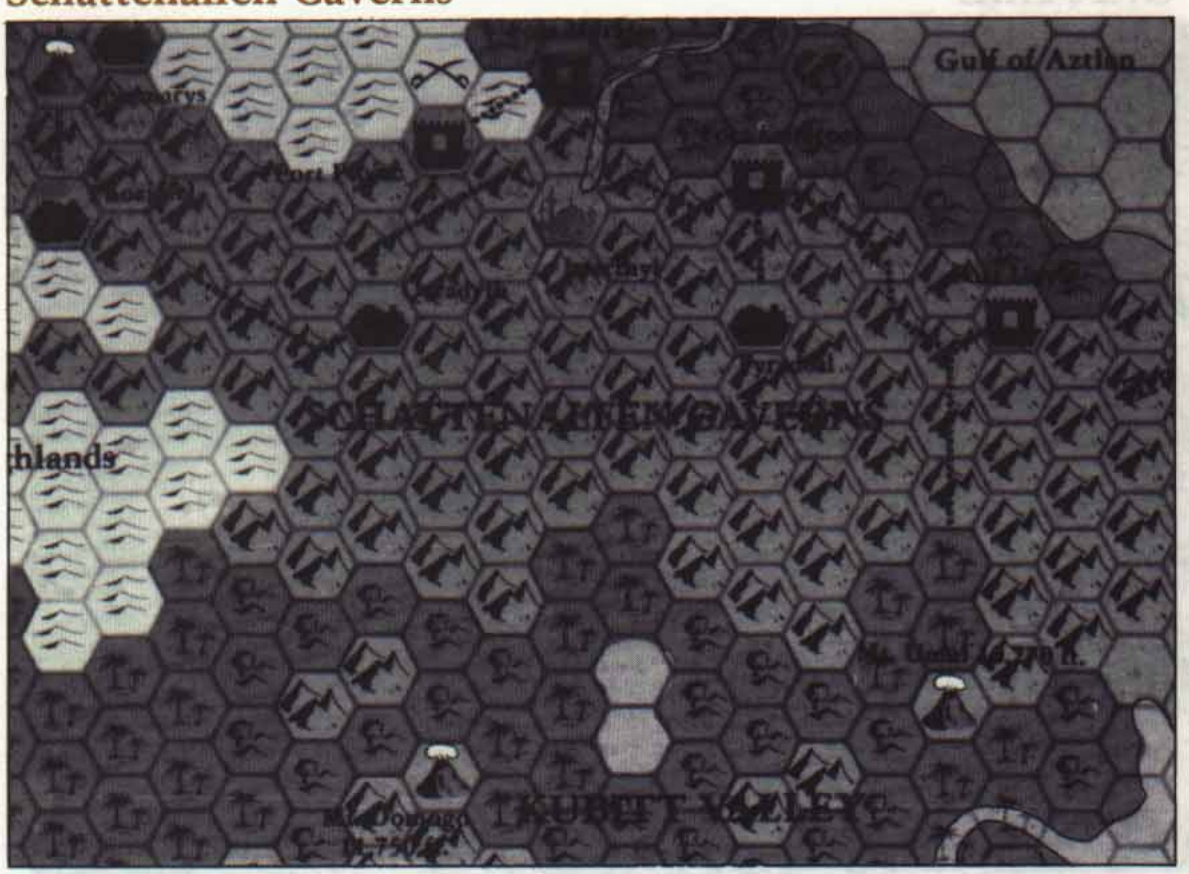
The Schattenalfen wear dark, heavy long-sleeved tunics, trousers, and knee-high soft boots; outside their subterranean homes, they also wear broad-hooded cloaks. They typically dress in blacks, browns, dark blues, purples, and deep reds. The garments are protective rather than decorative: See below, under *Special Hindrances.*

Customs

Schattenalfen, unlike most other elves, do not worship nature or revere growing things. Driven underground millennia ago by natural disasters, they have adapted to life underground. They feel safest when surrounded by living rock; they feel exposed and endangered when in the open, especially in forests with open sky above.

However, ancient tradition makes them long for the old ways; they believe that they should be able to live out in the open lands, among the trees. Most of them just can't bring themselves to that great and uncomfortable a change, which makes them angry and resentful. (Some Schattenalfen *have* learned to live above-ground; they are still

Schattenalfen Caverns



not fully comfortable with it, and they are a distinct minority among their people, but they do exist.)

The Schattenalfen choose large caves and caverns and build cities in them, expanding existing networks of tunnels, introducing flowing water and escape tunnels, turning raw cavern into homes which nearly rival the subterranean architecture of the Rockhome dwarves of the outer world.

But their architecture is not *like* that of the Rockhome dwarves. In fact, it's almost identical to that of the Azcans, their enemies. It features buildings and stepped pyramids made of heavy dressed-stone blocks. The Schattenalfen are convinced that the Azcans stole these motifs from them, and the Azcans claim that it was the Schattenalfen who are the latecomers; the Azcans claim to be the originators of these designs, while the Schattenalfen say these designs were granted to them by the Immortal Atzanteotl, which gives them the better claim. Regardless of which side is right, both Schattenalfen and Azcan hate one another.

The Schattenalfen are a monarchic power. The entire race is ruled by an Elf-King and Elf-Queen who live in the city of Issarthyl. Their society is heavily militarized, the lives of the elves being very heavily regimented.

Schattenalfen live by a doctrine of vengeance: Any insult must be punished. Player character Schattenalfen do not have to avenge every insult immediately, but may not ever forget a slight or insult, and will always ultimately try to avenge themselves.

Schattenalfen tame and ride a type of flying reptile they call *flapsails*; indeed, they have a large corps of flapsail-pilots, something which gives them a much-needed edge in their ongoing wars with the more-numerous Azcans.

The state faith is the worship of the Immortal Atzanteotl, though not all Schattenalfen worship that evil Immortal. A few Schattenalfen secretly worship Rafiel, the patron of the original Shadow Elves from whom the Schattenalfen are descended.

Names

Schattenalfen names tend to be several syllables long, and contain many soft, sibilant sounds: 'll,' 'ph,' 's,' 'sh,' and 'th,' for instance.

Roles and Genders

Male and female Schattenalfen have equal rights, but property is handed down on the female side of the family; the family name and homes are handed down through the female line. Whenever a male Schattenalf weds, he officially leaves his own family and joins his wife's.

Language

Schattenalfen speak elvish (the same elvish spoken everywhere, but with a sibilant and sinister-sounding dialect). They also speak Neathar, Azcan, and Traldar human, and Malpheggi lizard man.

Allies and Enemies

The Schattenalfen have no actual allies. They perform peaceful, if mutually suspicious, trade with the Traldar to the south, and often hire Krugel orcs and Malpheggi lizard men for campaigns against the Azcans. None of these associations are friendships or alliances; they're purely business.

The Schattenalfen *do* have enemies, though. Their most hated enemies are the Azcans to the north; close behind that is their hatred of the Kogolor dwarves to the far east. They also wage less personal wars of conquest against the Oltecs to the east and Neathar to the northeast.

Character Classes

Schattenalfen with Intelligence scores of 16, 17 or 18 can be created as normal elves; all other Schattenalfen should be created as warrior-elves from the *Character Creation* chapter.

Weapons and Armor

Schattenalfen use a wide variety of armor and weapons. They prefer chainmail, shields, broad swords, pole arms, long bows, and lances, but have access to more weapons than these.

Cultural Melee Weapons: Axe/hand, dagger, sword/short, sword/normal (broad), sword/two-handed, sword/bastard, mace, club, staff, pole arm (all varieties), spear, javelin, lance, net, whip.

Cultural Missile Weapons: Crossbow/light, crossbow/heavy, bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail, chain mail, banded mail, plate mail, suit armor, shield (horned shield, knife shield, sword shield, tusked shield not allowed); no barding for flapsails.

Special Hindrances

Schattenalfen are harmed by direct sunlight and can be killed by it. A Schattenalf takes 1 hit point of damage for every hour his skin is exposed to sunlight. Wearing heavy, dark clothing over the entire body (as they routinely do) prevents this damage.

General Skills

All Schattenalfen must take Caving skill and at least one professional or labor skill (a result of their very regimented society).

Tanagoro

The Tanagoro men are black warrior-herdsmen from the plains of the southern hemisphere.

Appearance and Dress

Tanagoro are black-skinned, with deep brown to black hair and eyes. They tend to be slightly taller than human average, and tend to be long-legged and lean of build.

The Tanagoro wear loincloths made of leather or linen. Most women wear the loincloths, too, though some prefer to wear simple cloth wraps from their chest to their thighs. These clothes may be plain or woven with scenes from Tanagoro life, scenes such as aurochs (the herd-beast kept by the Tanagoro). Tanagoro do not wear footwear; the plains where they live do not necessitate it.

Tanagoro make and wear a lot of jewelry of all varieties, usually made of copper, silver, or gold, and decorated with feathers, ivory, bone, and semiprecious stones.

Customs

The Tanagoro live on the aurochs (huge, primitive oxen) which thrive on the southern hemisphere's grassy plains. The Tanagoro herd the aurochs, move them from grassy plain to plain, defend them (whenever possible) from dinosaur predators, and kill them for meat and hides. Tanagoro men also farm the more fertile patches of the plains, usually planting wheat.

Tanagoro live in small villages of about 500 residents each; hundreds of such villages, widely-spaced, are scattered all over the Tanagoro plains. Each is protected by a low wooden palisade, and their residents live in wood and thatch huts. The Tanagoro, though not nomadic, are prepared to flee their villages when invading Milenians and Nithians cross their territories.

Tanagoro are mighty warriors, and are proud of their warrior tradition. They are proud, too, of the fact that they fight only for causes they deem right and correct: Protection of their land from invaders, protection of their young from animals. They do not try to conquer the men of other lands; they don't believe that is a just goal.

Tanagoro villages are pretty much self-sufficient, but they do answer to the Tanagoro king, who bears the title of *Togoro*. The Togoro can call all his villages to war in times when the whole nation is endangered, but seldom has opportunity or need to do so.

The Tanagoro worship Korotiku the Trickster, their patron Immortal.

Tanagoro Names

Each Tanagoro tribesman has only one name. It is composed of short sounds composed of one consonant and one syllable—ka, ti, lo, ru, etc.



Each Tanagoro name is three syllables long. Male names end with the suffixes -ro, -bi, -du, and -ku; female names end with -ko, -mi, -la, -su.

Roles and Genders

Among the Tanagoro, men rule, and act as the hunters, warriors, and herdsmen. Women do the farming and rearing of children. However, some women decide to learn the warriors' ways, run away from their villages, and live on their own in the wilderness; if they survive long enough to reach third experience level, they can return to their villages and will be accepted as warriors.

Language

The Tanagoro speak their own language, which is called Tanagoro; they also speak the Neathar tongue.

Allies and Enemies

Though the Tanagoro would prefer not to have to fight all the time, they do; they are constantly at odds with their nearest neighbors, the Jennites, Milenians, and Nithians, all of whom covet the Tanagoro lands (or frequently cross those lands to attack one *another*).

The Tanagoro are not the enemies of the northern Brute-Men, but neither are they friends of those humanoids; they are simply neutral toward them.

Character Classes

The Tanagoro are humans and so Tanagoro player characters can choose from any of the four human character classes: cleric, fighter, magic-user, and thief. If you're using the boxed *Gazetteer* set *Dawn of the Emperors*, you can also create Tanagoro characters who are *Rakes* and *Foresters*.

Weapons and Armor

By ancient tradition, the Tanagoro warriors use only a limited range of weapons and armor:

Cultural Melee Weapons: Dagger, mace, club, staff, pole arm (pike only), spear, javelin.

Cultural Missile Weapons: Bow/long, bow/short, sling.

Cultural Armor: Shield only (horned shield, knife shield, sword shield, tusked shield not allowed).

Clerics Can Use: Mace, club, staff; shields.

Magic-Users Can Use: Dagger, staff, javelin.

Thieves Can Use: Dagger, staff, spear, javelin, bows, sling.

Special Compensations

Tanagoro are very limited in the sorts of armor they can wear and weapons they can use; therefore, they have a couple of important Special Compensations.

Tanagoro are justifiably famous runners. They have a base movement rate of 150′ (50′) instead of the more normal 120′ (40′).

Additionally, Tanagoro are notoriously tough. They receive +2 hp per experience level up to 10th level. Thus, a normal Tanagoro fighter will have 1d8+2 hp at 1st level (1d8+3 if he has a Constitution score of 13-15, 1d8+4 if the score is 16-17, and 1d8+5 if his score is 18!). A Tanagoro magic-user will have 1d4+2 at first level.

General Skills

Tanagoro are not required to take any specific General Skills.

Traldar

The Traldar are a heroic Bronze Age race, interested in deeds of individual prowess and honor.

Appearance and Dress

The Traldar are a light-skinned race, often of florid rather than pale complexion. They are most commonly brunette and red-headed, but a few of them are blond, and blond hair is much favored among them.

Traldar men wear tunics—usually long-sleeved and reaching about to the knee—and either sandals or high boots. They always wear sword-belts, and always with a short sword and dagger; only in the courts of "cowardly foreigners" can they be persuaded to go without their normal bladed implements. In cold weather, they also wear cloaks.

Traldar women wear similar tunics, except they are ankle-length. Active adventuring women sometimes wear the shorter tunics; they also wear sword-belts or sword-baldrics, while non-adventuring women tend to wear veils.

Traldar garments are often dyed in bright colors and embroidered with animals and monsters.

Customs

The Traldar are very much interested in heroes, heroic quests and impossible tasks. More so than perhaps any other race in the Hollow World, they revere heroes. In fact, all fighting members of their noble classes are called Heroes (it's a noble title), regardless of their personal bravery or accomplishments.

In their quest of heroics, the Traldar make war on one another, on the Azcans to the north, and on the Merry Pirates to the west; they send out bold explorers to all parts of the land and sea.

Not surprisingly, the Traldar are keenly interested in stories of the exploits of heroes of all types. They enjoy stories of strong heroes, smart heroes, pirate heroes (even among their Merry Pirate enemies), quick heroes, stupid heroes with nothing going for them but bravery and luck; any sort of hero will do as long as he is a Traldar hero. They will listen to and appreciate the tales of foreign heroes, but will not be as emotionally involved.

The Traldar travel both by ship and chariot, and are good at fighting from both. However, their war-galleys are inferior to those of the Merry Pirates, and so their stories of piratical heroics don't often include taking Merry Pirate ships, which can sail rings around them.

Each Traldar city is a small sovereign kingdom. Any two city-kingdoms may be bickering rivals, bitter enemies, or good friends, often based on no more than the personal relationships of their rulers. At any given time, several Traldar cities will be making war on one another.

The Traldar worship the Immortals Halav and Petra, whom (so the legends say) were once mortal heroes of the Traldar.

Names

Traldar names tend to be two to four syllables in length.

Male names end in suffixes such as -ius, -ion, -us, and -on. Female names end in suffixes such as -a, -ia, -ra and -tia.

Roles and Genders

The Traldar are a male-dominated race; women are never individual rulers and cannot own land or lead normal military forces. However, the Traldar affection for heroes extends to heroines; any Traldar woman who defies the cultural bonds on her, learns to fight or wield magic, and gains fame as a hero, will be well-respected by the Traldar. There is ample precedent for this in Traldar literature and history.

Language

The Traldar speak their own language, which is called Traldar, and also speak the Neathar tongue.

Allies and Enemies

The Traldar conduct peaceful, if cautious, trade with the Schattenalfen. They trade crops, meats, and wines to those elves, in return for gold, gems, and craftwork.

They have a similarly cautious relationship with the southern Milenians, whom they recognize as being distant cousins.

Those are the only two remotely peaceful relationships they have with foreign powers. They are on far worse terms with the Merry Pirates, their chief rivals on the sea (and if truth be told, the Merry Pirates are more effective sailors), and with the Azcans, whose coastal cities they frequently sack and pillage.

Character Classes

The Traldar are a human race, and so Traldar player characters can belong to any of the four human character classes: cleric, fighter, magic-user, and thief. If you're using the *Dawn of the Emperors* boxed set, you can also create Traldar characters who are *Rakes* or *Foresters*.



Weapons and Armor

Traldar have access to a wide variety of weapons and armor.

The heaviest-armored ordinary Traldar hero wears a bronze cuirass, helmet, greaves, and vambraces; this is the equivalent of plate mail armor in both AC value and encumbrance. They also carry huge round and oval shields. Traldar heroes use a variety of weapons, but prefer spears, pikes, short swords, great axes, long bows, and slings. Some Traldar forge even heavier varieties of armor (equal to full plate and suit armor).

Cultural Melee Weapons: Axe/battle, dagger, sword/short, mace, club, hammer/war, staff, pole arm (all varieties, pike preferred), spear, javelin, trident, lance (used from chariots), net.

Cultural Missile Weapons: Bow/long, bow/short, sling.

Cultural Armor: Leather, scale mail (standard light traldar armor), banded mail, plate mail (standard heavy traldar armor), shield (horned shield, knife shield, sword shield, tusked shield not allowed); no barding for horses.

Clerics Can Use: Battle axe, mace, club, war hammer, staff; all cultural armor.

Magic-Users Can Use: Dagger, club, javelin, sling.

Thieves Can Use: Dagger, short sword, club, staff, spear, javelin, trident, net; leather armor.

General Skills

Traldar are not required to take any specific General Skills.

Tribesmen of Neathar

The Neathar are a race of thousands of individual noble Stone Age tribes.

Appearance and Dress

Neathar tribesmen are light-skinned hunter-gatherers and warriors. They are not pale of complexion; most are tanned and healthy-looking, and are kept fit by the hard, rugged lives they lead. Hair color ranges from blond to brown to red; brown eyes are more common than blue.

Neathar clothing is made from skins and furs. Neathar men wear loincloths or breechclouts. Neathar women wear breechclouts or short skirts along with a short vest which ties closed in front; some tribes prefer tunic-like, short-skirted garments which reach from shoulder to thigh. Both men and women either wear sandals or go barefooted; usually, the tribe's environment dictates what sort of footwear tribe members have.

Neathar tribesmen decorate themselves with headbands, leather pouch-belts, and jewelry made from strung beads, strung shells, leather bands or thongs, and pieces of copper or gold pounced flat and twisted into shape.

Among the Neathar, mated women all wear earrings, while unmarried girls don't.

Customs

The Neathar are a primitive pre-agrarian society. This means that they don't farm their food or, usually, even herd animals; they live by hunting wild game and gathering wild fruits, nuts, and vegetables.

The Neathar are not a unified nation; each tribe, which may have as few as 30 or as many as 500 members, is fully independent. The Neathar fight one another as often as they fight any other race.

Among the Neathar, the prowess of the warrior is most admired; accomplishing some important quest, such as killing a powerful animal in single combat, is a usual test of warrior-hood.

The Neathar often steal mates from more distant tribes; it is considered a great coup for a Neathar warrior to sneak into the lands of another Neathar tribe, kidnap an unwed girl, and carry her back to his own village to be his mate.

The Immortals most commonly worshipped by the Neathar include Diulanna, Wotan, Palartarkan, and Donar.

Names

Neathar names are usually from one to three syllables, and are very simple to pronounce: The Neathar language does not have many complicated elements. To create a typical Neathar name, choose one prefix, (optionally) one suffix, and (optionally) a middle syllable from the lists below:

Prefixes: Ja-, Jo-, Zo-.

Middle Syllables (Optional): -de-, -fi-, -ka-, -re-, -tu-.

Suffixes (Optional) (Male): -don, -dor, -nor, -ruk, -zan.

Suffixes (Optional) (Female): -la, -li, -na, -ra, -ssa.

Roles and Genders

Most Neathar rulers and warriors are men. However, this is a custom and not a rule: Independent-minded Neathar women often become warriors and sometimes become independent rulers. Some tribes, in fact, are matriarchal.

Language

The Neathar speak their own language, which is the common tongue of the Hollow World. They do not have a written form of the language.

Allies and Enemies

Most commonly, the Neathar fight among themselves. They are also in constant conflict with the Hollow World's conquest-minded races, such as the Azcans and Schattenalfen.

Character Classes

The Neathar are humans, and so a Neathar player character may belong to any of the four human character classes: cleric, fighter, magic-user, and thief. Additionally, if you're using the *Dawn of the Emperors* boxed set, you can create Neathar characters who are *Foresters* and *Rakes*.

Weapons and Armor

The Neathar use a broad range of weapons, but wear no body armor at all; fighters and clerics may use shields.

Cultural Melee Weapons: Axe/hand, dagger, sword/short, mace, club, hammer/war, hammer/throwing, staff, spear, javelin, trident, lance (hiakrai tribe only), net.

Cultural Missile Weapons: Bow/long, bow/short, sling, blowgun, bola.

Cultural Armor: Shield (horned shield, knife shield, sword shield, tusked shield not allowed).

Clerics Can Use: Hand axe, club, staff, spear, javelin, net, shield.

Magic-Users Can Use: Hand axe, dagger, staff, net.

Thieves Can Use: Dagger, short sword, staff, spear, javelin, net.

Special Compensations

Because they are so limited in the armor they may wear, the Neathar receive a couple of important Special Compensations.

All Neathar warriors receive a permanent +2 bonus to AC. If a warrior's AC would normally be a 9, if he is a Neathar warrior it will be a 7.

Also, all Neathar receive a +1 to hit and damage with one weapon. If the Neathar character is a fighter, it is with his primary tribal weapon (see below under *Individual Tribes*). If he is a cleric or thief, it is with the spear; if he is a magic-user, it is with the staff.

Individual Tribes

The Neathar are divided up into thousands of individual tribes. Here are descriptions of several of them:

Balarai

Notes: Experts at making traps and snares.

Terrain: Forest; live in wooden villages protected by high wooden palisades.

Costume Elements: Barefoot; wear headbands.

Required General Skills: All characters of this tribe must have the Snares and Survival (Forest) skills.

Primary Tribal Weapon: Long bow.

Hiakrai

Notes: Domesticate and ride a variety of giant eagle called the *hiak*.

Terrain: Cliffsides on *Hiak-lor*, the lowest-flying of the Hollow World's Floating Continents.

Costume Elements: Heavy hide tunics, knee-high leather tunics, headbands; many eagle-feather decorations.

Required General Skills: All characters of this tribe must have the Animal Empathy (Giant Eagle) and Riding (Giant Eagle) skills.

Primary Tribal Weapon: Lance.

Makai

Notes: Very peaceful and merry race; amorous, no conception of individual property; about 50% are thieves.

Terrain: Island chain (Atlass Ocean south of Merry Pirates).

Costume Elements: Breechclouts only; necklaces of woven flowers; barefoot.

Required General Skills: All characters of this tribe must have any two of the following: Profession of Sailor (Canoeing), Profession of Pearl-Diver, Profession of Fisherman.

Primary Tribal Weapon: Trident.

Toralai

Notes: Hunters of bison; tend to be tanned very dark; live in villages of wood-frame huts covered in tanned bison hides.

Terrain: Plains.

Costume Elements: Boots.

Required General Skills: All characters of this tribe must have the Endurance and Survival (Plains) skills.

Primary Tribal Weapon: Spear.

Valgrai

Notes: All Valgrai warriors (not just of fighter-class) are mystically bonded with wolves; a Valgrai's wolf-brother is his best friend and constant companion. They live in log cabins in the deep woods; communities are protected by dry moats and wooden walls.

Terrain: Deep forest.

Costume Elements: Sandals; headbands of wolf-fur for scent recognition.

Required General Skills: All characters of this tribe must have the Animal Empathy (Wolf) and Tracking skills.

Primary Tribal Weapon: Short sword.

DUNGEONS & DRAGONS® Character Record Sheet

Character's Name: _____ Class: _____
Player's Name: _____ Alignment: _____
Dungeon Master: _____ Level: _____

ABILITIES:

Adjustments:

___ Strength
___ Intelligence
___ Wisdom
___ Dexterity
___ Constitution
___ Charisma

___ Hit & Damage, Opening Doors
___ Language(s)
___ Saving Throws vs. Magic
___ Missile Fire Hit rolls, ___ AC
___ Hit Points/Level
___ Reactions

EXPERIENCE:

Prime Requisite: ___
Adjustment to EXP: ___

Experience Total:

SAVING THROWS:

☐ Poison or Death Ray
☐ Magic Wand
☐ Turn to Stone or Paralysis
☐ Dragon Breath
☐ Spells or Magic Staff

COMBAT NOTES:

Armor Class:

Armor Value (if used):

Hit Points:

Movement Rate: _____
Damage Taken:

EQUIPMENT CARRIED:

Item	Enc. (cn)

Total Encumbrance (cn): _____

LANGUAGES:

Common: _____
Alignment: _____

SPECIAL SKILLS:

(Thief skills, Clerical turning, racial skills, etc.)

GENERAL SKILLS:

Number of Skill Choices: _____

Skill	Ability	Roll

HIT ROLLS:

Target AC:	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Hit Roll Needed:															

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DUNGEONS & DRAGONS® Character Record Sheet

CHARACTER INFORMATION:

Full Name: ______________________

____

Additional Names and Titles:

____

____

Race: ________ Age: ________

Height: ________ Weight: ________

Hair: ________ Eyes: ________

ADDITIONAL EQUIPMENT:

Item	Enc. (cn)	Where Kept

TREASURE:

Carried:	At Home:	Other:
pp:	pp:	pp:
gp:	gp:	gp:
ep:	ep:	ep:
sp:	sp:	sp:
cp:	cp:	cp:
gems:	gems:	gems:

CHARACTERS KNOWN:

Character	Relationship/Notes

CHARACTER SKETCH, SYMBOL, OR COAT OF ARMS

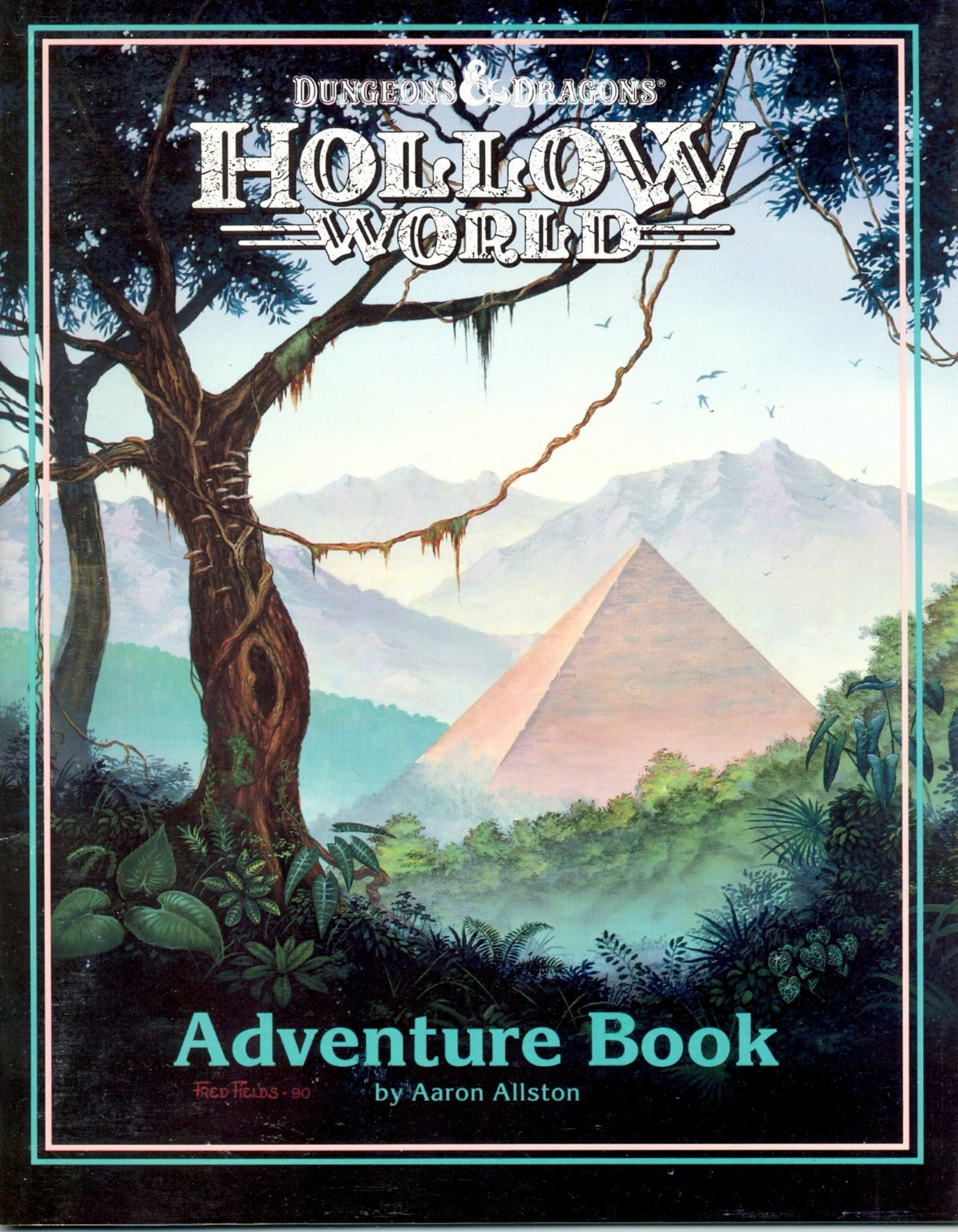
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DUNGEONS & DRAGONS®
HOLLOW WORLD
Adventure Book
FRED FIELDS · 90
by Aaron Allston

HOLLOW WORLD

An Official DUNGEONS & DRAGONS® Game Supplement

The Hollow World

by Aaron Allston

Book Three: Adventure Book

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Introduction to the Adventure Book

This last book of **The Hollow World** is for the DM's eyes only—players shouldn't ready any further into it!

The next two chapters contain a lot of ready-to-play material.

The first chapter is *Adventures*; it consists of two full-sized adventures and several shorter adventure ideas. These scenarios will get your player characters into the Hollow World and launch them into a lifetime of adventure there.

The second chapter is *Monsters*; it describes numerous monster types found exclusively in the Hollow World.

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This chapter contains several ready-to-run scenarios and scenario ideas to introduce your characters to the Hollow World setting and plunge them into danger and adventure.

That Sinking Feeling

(Basic Adventure: 3-6 Characters, Levels 1-3)

This adventure gets the heroes to the Hollow World through accident and catastrophe . . . or so they think. At adventure's end, they are smack in the middle of Hollow World territory, with no idea of how to get home to the outer world.

Starting the Adventure

By whatever means, get your heroes aboard an oceangoing ship.

There are lots of ways to do this, and most are pretty easy. They could already *be* aboard ship, returning from some distant adventure. They could be in need of employment, which leads to a lot of approaches.

In one, they hear of a traveller in need of bodyguards for his overseas voyage. He's an indolent Thyatian nobleman with no combat abilities and no real concept of what money is worth; he's willing to pay bodyguards 200 gp each per month for their services.

In another, they hear of a ship where plague killed almost all the crew. The owners, losing money at a fantastic rate, are desperate to get her launched again, but can't hire any sailors because they have a superstitious dread of the disease that killed the last crew. The owners are willing to pay common sailors a full share in the profits of the voyage, which could result in several hundred gp per sailor if the voyage is very profitable.

However you do it, once you have the PCs aboard ship, their fate is sealed.

The ship, a large sailing ship (see the Expert rulebook, page 43) named the *Sea-Gallop*, sets sail from the port most convenient to your characters; its destination is the Ierendi Islands. But—of course—there's a detour.

Getting Them to the Hollow World

One day, the *Sea-Gallop* has put into port briefly, taken on some cargo, and put out to sea again. While the *Sea-Gallop* is far out from shore, a nasty storm brews up in the distance.

The ship's commander, Captain Trewes, gives that distant storm a close look and orders that the ship make for shore. "That 'un's too fierce for us right now," he'll say if anyone asks. "We're already running too low in the water, too much cargo. Don't want to be swamped. We'll find a cove to hole up in on the coast."

But, they don't. The metal on the ship starts to glow with the eerie luminescence of St. Elmo's fire, frightening the crew and any PCs who know what that portends. With unnatural swiftness, the storm bears down on the ship and then is upon them, battering the *Sea-Gallop* (and the surrounding sea) with tons of water. Lightning crashes down all around the ship, and one unlucky bolt hits the main mast, breaking it in two. Anyone on deck must make a successful Dexterity check at a penalty of −4 to avoid being struck by falling wood, rigging, and sails.

The heroes are put to action immediately. The largest piece of mast falls on the ship's fo'c'sle, smashing it halfway in and trapping passengers inside; while the ship tosses and waves crash over the rails, the heroes must lever the mast off, get inside, and see to the wounded.

While all this happens, unknown to the heroes, the *Sea-Gallop* has been heading directly toward shore—and directly toward the giant whirlpool which is now in its path. As the heroes are dealing with the injured, trying to save other sailors from being washed overboard, and so on, *everyone* feels a sudden lurch as the ship hits the edge of the whirlpool.

Now, it's too late to escape. The ship lurches again, then again, and the heroes realize that they are spiralling around the outer edge of the whirlpool. The captain shouts for the hatches to be battened and for everyone to get below-decks.

Five rounds after he makes his order, the ship reaches the lowest part of the whirlpool funnel and spins around and around. From now on, until the spinning stops, each character still above decks must make a saving throw vs. Death Ray each round; failure means he is swept overboard. (And, unless he has some sort of water-breathing treasure or spell, he'll be dead; he won't be able to swim up to the surface against the whirlpool's current in time to keep from drowning. If he *does* have a treasure or spell which allows him to survive, he'll just be dragged down with the ship anyway, and end up where the ship does, described immediately below.)

When the Spinning Stops

The spinning continues as the *Sea-Gallop* is suddenly sucked deep into the ocean depths. The deck is not covered in water; though there is water all around, the ship is now at the bottom of a narrow shaft of sea-foam-filled air. PCs find it difficult to breathe until they become acclimated.

Every character must make a saving throw vs. death ray. A character who fails takes 1d6 hp of damage from being tossed around by the spinning. If he succeeds, he takes only half damage—1d3. While this is happening, the characters are being tossed all over the place below-decks; the lamps go out or set fire to cargo, the characters are thrown down passageways and ladders, ending up in the cargo or the bilge; it is wild, chaotic, and dangerous below-decks.

Down and down the ship goes for several minutes (though the characters only take one die-roll of damage) . . . and then, all of a sudden, the spinning stops.

Doubtless, the characters pry themselves free of whatever they've been thrown into and eventually work their way back to the deck. On the way, they find the body of Captain Trewes, who has fallen down a ladder and broken his neck.

On deck, the characters find themselves in total darkness. When they are able to find and relight a torch or lamp, they discover that the *Sea-Gallop* is floating—very fast—down an underground river.

Though the river is only half-filled with water (thus there is air for the character to breathe), and is easily wide enough to accommodate the ship, the *Sea-Gallop* is not being controlled and is drifting dangerously close to one of the rock walls. There is no hand at the tiller, and one of the PCs has to take the tiller or assign an NPC sailor to it so that the ship doesn't go up on the rocks.

There's no way for the ship to resist the fast flow of the water; it can only go with the current.

There is nothing to be done now except for the characters to assess their situation and cope with it.

Their situation is this: They're on a ship with only five other sailors and four passengers. Of the 20-man crew, all the officers are gone and some of the other sailors are as well. (The bodies of the captain and the second mate are found; someone saw the first mate washed overboard during the storm; the rest are missing and presumed dead.)

Below-decks, there is an ample supply of food and drink. The *Sea-Gallop* was carrying rare foods and expensive wines to Ierendi; with less than fifteen people still aboard, they can hold out for about two weeks.

The Passengers and Crew

The NPCs aboard ship include:

Trilitrios Darthenomalides. Normal Man, age 24. Rich Thyatian heir with no skills and too much money. (In one of the options discussed above, he may be the employer of the PCs.) He automatically tries to take command when it's learned that the officers are dead or gone. If the PCs let him do so, he takes personal charge of the distribution of food, giving all the PCs, the crew, and the other passengers too little, while indulging himself and his mistress. He is a nuisance with no personal worth.

Halatia. Normal Woman, age 18. Common-born Alphatian woman of the Isle of Dawn. She has been Trilitrios' mistress and, effectively, property for the last two years, since Trilitrios accepted her in lieu of a debt owed him by her family. She's bored, disgusted with Trilitrios, disgusted with herself, and now spoiled, though unaware of it. She follows Trilitrios' orders until it becomes obvious that he is out of control and out of favor, at which time she switches allegiance to whomever is in charge.

Torios. 1st-level Fighter, age 24. He is Trilitrios' personal bodyguard. He is expert at flattery and believes he has Trilitrios wrapped around his little finger.

Niall of Luln. Normal Man, age 45. Niall is a teacher and scholar from Karameikos, now making his first grand tour of the world. He is a tall, lean man with graying hair and a calm, inquisitive attitude. He has an Intelligence of 18 and the following General Skills: Knowledge of Ancient History, of Archaeology, and of Myths and Legends; Riding; Healing; Profession of Teacher; and Nature Lore (Forest). He speaks Thyatian, Traladaran, Alphatian, and ancient Traldar.

The Sailors. Dyllian (Normal Man, age 38, galley-chef); Spaldar (Normal Man, age 24, common sailor); Hollis (Normal Man, age 30, steersman, a bad-tempered drunk); Fiaro (Normal Man, age 27, common sailor, one hand replaced by a hook); Lorren (Normal Man, age 14, cabin-boy).

The Trek Down the River

The *Sea-Gallop* cruises effortlessly down the river at a high, constant rate of speed. The sailors believe that it's doing 20 knots and it seems to be descending into the earth at a steep angle.

The second day out, one of the PCs discovers (hidden in some cupboard, in the bilge, or in the crow's nest) the body of Fiaro, one of the sailors. Fiaro can be identified only by the hook that replaced his left hand.

Fiaro is now a scorched, withered husk of a man, looking like a potato that's been baked until it is dessicated. His clothes are also scorched black, but the area where he was found is untouched by fire.

What killed him? That's going to be hard to find out. If the heroes give the ship a cursory search, they won't find anything.

If they give it a long, detailed search, they eventually uncover one anomaly. In the hold, in the back, underneath a great mass of cargo that has been netted down, is a large metal box with no locks, seams, hinges, or openings. It's very warm to the touch.

What's inside? That's impossible to tell. The box won't open, and can't be harmed by the type of attacks the PCs have; it is impregnable to them. If the heroes have *detect magic* spells, the box reads as magical; if the heroes have *detect evil*, they detect the strong aura of evil.

Unable to hurt it or open it, the PCs have only three choices. They can leave it unguarded; they can guard it; or they can throw it overboard.

If They Leave It Unguarded

If they leave it unguarded, there is another NPC death every two days until they do guard it.

Each death is identical to Fiaro's; the victim's body is a crisped, lifeless husk, as if exposed to an incredible heat. The body's clothes are scorched, but the surrounding area is not.

Ultimately, the PCs must do one of three things: guard the box, throw is overboard, or leave it unguarded. (In this case, the thing inside the box comes for one of *them*. See *The Monster Strikes*, below.)

If They Guard It

If they guard it, two days later the monster inside emerges and attacks the guard(s). See *The Monster Strikes*, below.

If They Throw It Overboard

If they throw the box overboard, there are no more deaths. (However, the box does not sink. It does trail behind the ship at quite a distance, but eventually ends up in the same place as the *Sea-Gallop*.)

The Monster Strikes

The thing in the box is a *sun-wight*.

Every two days, it emerges from its box to seek out and kill a new victim. If the heroes do not guard it, it emerges each day, starting with the common sailors and gradually moving on to the more interesting PCs and NPCs.

Eventually, it comes for a PC, or a PC is on guard-duty when it emerges from its box. Naturally, it attacks to destroy that PC. But PCs are a hardier breed than the common sailors, and probably put up a much better fight.

Sun-Wight

Armor Class:	4
Hit Dice:	6**
Hit Points:	20
Move:	120′ (40′)
Flying:	60′ (20′)
Attacks:	By weapon, touch, or special
Damage:	By weapon, 1-6 + 1 level energy drain, or *charm*
Number Appearing:	1
Save As:	F6
Morale:	8
Treasure Type:	E
Alignment:	Chaotic
THAC0:	14
XP Value:	725

This is an undead creature which has no problem with sunlight; in fact, it is *darkness* which hurts this creature.

The sun-wight currently resides in a magical box whose inner surface glows all the time. The sun-wight can become immaterial, squeeze out of the box through a tiny pin-hole, and seek its prey. When in the darkness of the hold, it sustains damage, but rapidly finds a lit area with a life-filled victim, kills its prey, and returns to its safe haven.

The sun-wight looks like a human being—a handsome human with bright red hair and shining blue eyes. His skin is very warm to the touch. He wears normal clothes and can carry and use weapons.

Powers of Sun-Wights

The sun-wight has the following special abilities:

It can *fly* (although very slowly). It does not change forms in order to do so.

Its gaze, like the vampire's, can *charm* victims. Any victim who meets the gaze may make a saving throw vs. Spells, but with no penalty to the throw. If a victim is *charmed*, he willingly lets himself be destroyed by the sun-wight.

It is immune to *sleep*, *charm*, and *hold* spells.

It also has a *fiery touch*. Each time it touches some living thing and deliberately exerts its power, that victim takes 1d6 damage and makes a saving throw vs. Spells. If he fails the saving throw, he also loses an experience level. The touch does burn damage to the flesh the hand touches; the experience level loss does burn damage all over the body.

The sun-wight doesn't have to exert its *fiery touch*; it can touch and hold living things without harming them, if it wishes to.

The sun-wight can choose for any victim to come back as a sun-wight. The new sun-wight arises ten days after he died as a living being. But the body of the new sun-wight must be laid out under light, even torchlight, for the full ten days continuously, or he cannot return as a sun-wight.

The sun-wight has one other form, that of a jet of flame. This is much like the *gaseous form* of vampires; it allows the sun-wight to pass through all but absolutely airtight surfaces. It also does 1 point of fire damage per round to anyone it touches.

The sun-wight does not have to spend time in a coffin like a vampire; it can cross over running water freely.

Weaknesses of Sun-Wights

The sun-wight takes 1d3 damage for every full round it is within darkness. Any amount of light sufficient for a person to read by is enough to allow the sun-wight to avoid this damage.

The sun-wight takes 1d2 damage every time it is splashed with a quart or more of water or fluid. The damage looks like burn damage. If totally immersed in water, it takes 1d10 damage every round until it gets out of the water or disintegrates utterly.



The sun-wight, like the vampire, will not come within 10′ of a strongly presented holy symbol.

The sun-wight must use its *fiery touch* to kill a sentient being every day. If it fails to do so, it sustains 2d6 damage *every hour* after that 24-hour period has passed.

The Trip to the Hollow World

The whole below-ground trip from the outer world to the Hollow World takes ten days. This is the schedule of events of those days:

Day 1: The *Sea-Gallop* is sunk by the whirlpool.
Day 2: The sun-wight kills Fiaro.
Day 3: The sun-wight kills Dyllian.
Day 4: The sun-wight kills Hollis.
Day 5: The sun-wight kills Torios.
The ship turns topsy-turvy (see below).
Day 6: The sun-wight kills Spaldar.
The ship ascends a watery shaft.
Day 7: The sun-wight kills Lorren.
Day 8: The sun-wight kills Trilitrios.
Day 9: The sun-wight attacks a player character.
Day 10: The sun-wight attacks a player character.
The *Sea-Gallop* emerges in the swamps.

Now, many of these events—those relating to the sun-wight—can be averted by the player characters. If, on Day 3, the heroes throw the sun-wight's box overboard, then the rest of the deaths won't take place. Or if they leave it aboard but begin guarding it on Day 5, then the sun-wight attacks the guard instead of Torios. And so on.

It is certainly likely that the characters kill the sun-wight long before the ten days are up; however, they still are not able to get into the box, and the box remains hot.

The Ship Turns Topsy-Turvy

On Day 5, the descending ship enters the region of the World-Shield.

First, things get hot. The heroes are passing through an area where lava has crusted and become solid, but it is still hot.

Then, gravity goes haywire.

Initially, nothing changes to the naked eye, but the PCs and NPCs all feel a little strange—like they're sick, dizzy, floating, feverish. However, they aren't sick and they aren't hot.

Then, things get weirder. The heroes sometimes find themselves floating an inch or two off the deck, and the water all around them is breaking up into big, floating chunks. It's hard to see because water entering this area passes by hot rock and turns to steam, so the air is filled with steamy clouds obscuring the vision.

Soon, the *Sea-Gallop* starts slowly, majestically spinning, while roiling blobs of water float by, sometimes crashing into and drenching characters. Characters float free of the ship unless they tie

themselves down. However, even if they do float free, they'll have a chance to grab the ship again a few minutes later; as it rotates, it moves from side to side in the shaft, and the character should be able to snag a mast or section of rail whenever it comes near.

On the other hand, this is an excellent opportunity for you to get rid of NPCs. If you don't want some or all of the surviving NPCs to adventure with the heroes in the Hollow World, get rid of them now by having them float free into the steam-clouds; they call for help, but the PCs cannot find or rescue them.

This tumbling continues for an hour or more. The ship never comes near the stone sides of the shaft, but the ship's rotation is causing chaos below-decks. The food that was being cooked in the galley is now all over the galley walls; the cargo in the hold is now scattered all over the place, and some of it may float out of the cargo hatches.

After the hour is done, the ship slowly settles down and assumes a stable position. Once again, its keel is in the water. Now, though, the rocky tunnel is not an underground river along which the ship is sailing; it is a vertical shaft up which the ship is ascending, propelled by rising water.

The Ship Ascends

Now, and for five days, the ship ascends the shaft.

If the heroes have not yet dealt with the sun-wight, they need to, because his attacks on the crew and passengers continue.

Once the heroes *have* dealt with the sun-wight, the ship's routine becomes pretty dull. Skip over events of the trip as much as possible, to make it progress swiftly.

Emergence

Finally, on the tenth day, the heroes hear a noise like roaring water from above. They see water trickling down the sides of the shaft and merging with the water that propels them upward.

Suddenly, they find themselves in a downpour as if they were at the bottom of a waterfall. It becomes more and more severe until they believe the *Sea-Gallop* must surely be submerged.

And then, just as suddenly, they emerge at the top of the water, thoroughly drenched but alive.

They discover that they are floating in a large pool in the middle of a swamp. The trees overhead meet, making it hard to see the noonday sun; it's very dark here. The air is warm and moist, and strange noises erupt from the surrounding swamp.

The pool they're in is not large enough to accommodate maneuvering. As a matter of fact, the river leading into the pool isn't deep enough for the ship's draft. The ship is stranded here, utterly aground. If the heroes decide to investigate, they must do so on foot.

What's Really Going On

Here's what has happened.

A Thyatian wizard, a chaotic, evil man, has created a new form of undead creature, the *sun-wight*.

The Immortal Atzanteotl noticed this and decided that the sun-wight would be a very useful thing for him to use in the Hollow World; as it is resistant to the sunlight which destroys other undead, it is perfect for the eternally-sunny Hollow World.

Atzanteotl stole the only sun-wight from its mortal creator and decided to transport it to the Hollow World. But he had to do so in such a way that the other Immortals wouldn't notice; they might decide to interfere.

It would be too risky to *teleport* the sun-wight in; the Immortals would detect the Immortal magic and probably take a look. It would also be too risky to carry the box in through the poles, which are similarly subject to Immortal scrutiny.

But there are lots of other entrances to the Hollow World, some natural and others created by magic in the ancient days, and he chose one of these: A water-filled tunnel stretching from the outer-world Sea of Dread to the Hollow World Malpheggi Swamps.

He put the sun-wight into a protective box and had it loaded onto a mortal ship. When that ship was near the tunnel opening, he brewed up a great storm many miles in diameter; while the Immortals would notice the storm, it would obscure the presence of the ship and Atzanteotl's second spell, that which created the whirlpool.

The whirlpool dragged the *Sea-Gallop* down into the tunnel and launched it on its voyage. Atzanteotl was pleased; the other Immortals hadn't noticed. And the rest of the voyage did not require him to use any sort of Immortal magic. He had succeeded.

So now, the tunnel has delivered the sun-wight (and, incidentally, the player characters) into the Hollow World . . . but because of the heavy foliage of the Malpheggi Swamps, the PCs probably do not realize that something is wrong for several hours.

Escape of the Sun-Wight

Now that the heroes have arrived, it's time for the sun-wight to escape into the swamps.

If the heroes threw the sun-wight's box overboard early in their voyage, then the box washes up in the pond at the shoreline, a hundred feet or so from the boat; it does not appear dramatically, but rises slowly and floats ashore inconspicuously. In the days it has been drifting behind the boat,

the sun-wight has been emerging to feed on huge, white, blind fish which live in the underground river. A few minutes after the box lands, the sun-wight emerges from the box and confronts the heroes from where it is.

If the heroes never confronted the sun-wight, it emerges from its coffin in the hold, burns its way out the side of the ship with its *fiery touch*, and floats off a hundred yards or so before confronting the heroes.

If the heroes *killed* the sun-wight, that's all right too. In such a case, on Day 1, the sun-wight had killed the ship's gunnery officer (the one in charge of the ballistae) and dragged his body into the steel box, which can be opened from the inside. Now, today, this gunnery officer sun-wight awakens. Atzanteotl whispers into his mind, promising him the dominance over this eternally-sunny land which he'd previously promised the other sun-wight. The new sun-wight emerges from the box. If the box is still aboard ship, he, too, burns his way out of the hold and flies off aways before turning to confront the heroes.

The sun-wight taunts the heroes:

> "You on the ship—hear me!
>
> "I want to thank you for treating me so generously and bringing me to this land. I'm the only one of my kind now, today . . . but soon, because of your noble efforts, I shall be the lord of a nation of thousands. All because of you. I shall *always* remember you fondly! Look upon the scorched bodies of my victims and remember—this is *your* doing!"

With a mocking laugh, he runs off into the swamp to begin his life in this land of the eternal sun.

The Heroes In the Swamp

The heroes, if they *are* truly heroes, should be motivated to go out after the sun-wight and destroy him before his evil can spread.

Even if they're not of heroic nature, they'll have to leave the ship eventually, or starve.

At this point, they've been launched into their Hollow World campaign. Where they go and what they do is now up to them.

For now, they're crossing the Malpheggi swamps. (See the writeup on those swamps in the Atlas chapter of the *Dungeon Master's Sourcebook*.) They discover, after a few hours, that the sun is not descending; once they get a good look at it, they realize that it's red and flaring, not golden and smooth, and know that things are very different.

Then, you can begin dropping other little hints on them. As they cross a large log spanning a 40' river, it turns out to be the mighty phobosuchus (see the Monsters chapter). As they forge through the swamp, they spot a troupe of Azcan warriors being led south by a Malpheggi lizard man. Eventually, they are spotted by Malpheggi guards and have to bribe or fight their way out of the swamps. And there are more dinosaurs and menaces in the surrounding lands.

If they head northeast or east, they emerge into Neathar plains and forests. If they head northwest or west, they enter the jungles of the Azcans. Southwest brings them to the land of the Schattenalfen, while south and southeast bring them into the Oltec hills.

If they pursue the sun-wight, it's up to you to decide what happens.

Do you want them to stop the sun-wight before he kills others and makes them into creatures like himself? In that case, let them catch up to the sun-wight. Perhaps they are captured by the Malpheggi and so is the sun-wight; perhaps they catch up to him in the swamp, the sun-wight having overconfidently assumed that his pursuers could never catch him.

Or, would you prefer for the sun-wights to become a threat in the Hollow World? In that case, the heroes don't catch him; they are too distracted by running into lizard men, humans of ancient cultures, and ponderous dinosaurs.

Whatever happens, they are now in the Hollow World, and they have no way of knowing how to escape. They must travel, accumulate legends and clues, and face the myriad dangers of this land if ever they want to return to the outer world.

Adventure Ideas

Read the *Adventure Ideas* presented at the end of this chapter for gaming possibilities keyed to the lands the heroes are exploring.



The Gem of Neathar

(Expert Adventure: 3-6 Characters, Levels 4-9)

This adventure presumes that the characters have been in the Hollow World long enough to gain some experience and get a good idea as to what's going on in this setting, but still haven't found their way out (assuming that's even one of their goals any more). They have had time to learn the Neathar language and may have Hollow World followers or even PCs accompanying them.

Starting the Adventure

Wherever the heroes are, during one of their wilderness travels they stumble across this scene.

They discover an encampment—they spot it before the encamped people spot them and can conceal themselves if they wish to.

In the encampment is a party of Schattenalfen, the shadow elves of the Hollow World. They're not an infantry group, however: They're flapsail riders, and tethered nearby are their reptilian flapsail mounts. (See the Schattenalfen entry in the Atlas chapter of the *Dungeon Master's Sourcebook* for more on these elves and the flapsails.)

As the heroes watch, the Schattenalfen are performing standard encampment duties: One is lazily on guard, one is cooking a potful of food, one is sharpening his sword on a stone, and the last is scrubbing down one of the flapsails. There are only four elves here, and there are nine flapsails. It looks as though a couple of them bear only supplies, going by the two large saddles laden with gear.

All these shadow elves snap to attention when another of their kind, an officer (if the PCs gauge by the number of arm-stripes on his outfit) enters the clearing. The officer is dragging an unwilling prisoner.

The prisoner is quite remarkable to look at. It is a human woman—Zorena, Princess of the Toralai Neathar tribe.

Zorena, the Gem of Neathar

History: Zorena is the firstborn child of Zorok, chief of the Toralai tribe of the Neathar people. She was beautiful as a child and had her father wrapped around her little finger; he indulged her in every possible way, and, at her request, taught her to fight and to live a warrior's life. As a young woman, she grew even more beautiful, so much so that she earned a widespread reputation among the Neathar tribes: They called her the "Gem of Neathar," an epithet they bestow on one they feel to be the most beautiful of the entire race. Now, at 19, Zorena is the target of many warrior-kidnappers who wish to steal her away to be their mate; she has become very adept at escaping captors.

Unfortunately for her, the last warrior to kidnap her knew many knots which confounded her es-



cape attempts. He was able to march her far, far away from her native land . . . and had almost reached his own tribal territory when an exploring party of Schattenalfen discovered *them*.

These Schattenalfen, flying flapsails, had been charged with mapping distant parts of the Hollow World. They spotted the two Neathar on the ground far below and swooped down to investigate.

Their leader, General Caryldian, saw Zorena and became infatuated with her. He ordered an attack on her captor and killed him. He then swept the bound Zorena up and carried her away, he and his flight group returning toward Schattenalfen territory.

However, he underestimated the clever Zorena. She persuaded him that she was just as attracted to him as he was to her, and complained that her bonds were numbing the arms that longed to hold him. When he cut those bonds, the fearless girl dropped right off the flapsail and into the trees below, her acrobatic ability allowing her to survive the fall unharmed. *This was several hours ago.*

In the time since, the Schattenalfen landed and spread out to search for Zorena. Many have now returned to camp. And one of them, Captain Geissyl, was able to find her and capture her with a *web* spell. Now she is once again in Schattenalfen hands, though General Caryldian has not yet returned to camp.

Personality: Zorena is every inch the jungle princess. She is proud and noble, aware of her status as a tribal princess and as a famous figure among all the Neathar. She can be very haughty, particularly with captors and strangers, but drops this mannerism among friends, with family, with animals or with children.

She is very independent—though not antisocial, she knows she can survive on her own and so does not behave like a clinging, helpless victim. (She sometimes *pretends* to be one, in order to effect an escape, but only when that tactic would appear to have a good chance of success.) She does not escape from her captors because she objects to the idea of finding a suitable mate; in fact, the reason that she has been so often *captured* is that she is willing to gauge the suitability of each captor. But so far none has lived up to her expectations of the perfect mate; *one is too brutal, one too stupid,* one too young, one too coarse.

Naturally, should one of the player characters be handsome, intelligent, brave, and unwed, Zorena feels a great attraction to him. If rescued by a party of outer-worlders, she is very suspicious of them (they are quite alien, after all) but only tries to escape them if they try to capture her. If they don't try to capture her, she promises them a reward if they accompany her back to her own land; she doesn't believe she needs such company, but she is now farther away from home than ever before, and she is very curious about these aliens. (The reward? She can offer many stone-tipped weapons, great amounts of furs or salted bison meat; her tribe does not lean much to treasures.)

Appearance: Zorena is 5'6" and 130 lbs. She is well-muscled (though not muscle-bound) and in excellent condition. Her skin is tanned very dark (the Toralai are a plains-dwelling people), but her hair and eyes are darker still, both being midnight black. She wears a short skirt, a short, closed vest, a headband, and knee-high soft boots of lionskin decorated with fringe. Normally, she also wears a thin lionskin belt holding a knife-sheath, carries a hide backpack, and holds a stone-tipped spear, but currently she is a captive and has been stripped of these things. Instead, she is well-secured in chains. Her wrists are secured behind her, and her wrist-shackles are attached by a chain to the *links* around her waist. A third chain attaches to a shackle around her neck at one end and is held by her captor at the other.

DMing Notes: Zorena is a classic jungle princess *character—a beautiful native heroine who can* become romantically involved with one of the PCs if the campaign is inclined in that direction.

Combat Notes: 6th-level thief; AC 4 (Dexterity bonus and Special Compensation); hp 17; MV 120' (40'); #AT 1 spear or dagger; Dmg 1d6 (spear) or 1d4 (dagger); Save T6; ML9; AL N. S12 I13 W10 D18 Co11 Ch18. Languages: Neathar, Azcan. General Skills: Navigation (I), Survival (Forest, I), Tracking (I), Acrobatics (D), Escape Artist (D), Endurance (Co).

Magical Items in Possession: None.

First View of Zorena

When Captain Geissyl drags Zorena into the *clearing, he issues orders to the men to hurry up,* get packed, and prepare for departure; they'll all leave as soon as the General arrives. If the PCs understand elvish, they understand his orders; if they don't, they just hear what *sound* like orders and see the elves suddenly get busy.

Then Zorena addresses him. If any of the PCs or their followers understands Neathar, this is what she says:

> "Listen to me, o worm of an elf. You've caught me with your despicable magic, but you'll never hold me. I'll cut your throat and that of your pig of a leader.
>
> "I am Zorena, whom they call the Gem of Neathar. *My father is Zorok, chieftain of the* Toralai. He send his warriors to rescue me. Warriors of the Toralai can bring down the mighty bison single-handed, even unarmed: What chance do you pallid weeds have before such as them?
>
> "Let me go now, and you suffer no harm.

> Try to hold me . . . and death be your only reward."

At the end of this impassioned speech, Captain Geissyl coldly strikes her across the face, knocking her to the ground. He then turns to his men and gestures for them to hurry up.

Do the PCs Attack?

The PCs, if they're red-blooded heroic sorts, probably want to attack Geissyl and the Schattenalfen for their infamy. Perhaps they're disinterested types and don't want to. Here are some of their likely options to choose from:

The PCs Attack Now

The heroes could launch an attack on the Schattenalfen encampment. If they do, they face Captain Geissyl and four 1st-level Schattenalfen warrior-elves. Only Geissyl has magical knowledge.

The flapsails are alarmed by the fight; some tear free of their restraints and go flying off, while the rest just snarl through their muzzles and stay where they are. They do not join the fight unless fighters brawl amongst them; in that case, they attack PC and Schattenalf indiscriminately.

If the heroes win, they can do whatever they want to with the camp; Geissyl has the keys to Zorena's shackles.

General Caryldian shows up toward the end of the fight. He won't reveal himself to the PCs; he stays outside the camp, watching them from secrecy. Unsure of the intruders' abilities, he bides his time and attempts to steal Zorena away at some other time. He is able to find and recapture one of the flapwings that escaped, and follow the PC party from flapwing-back.

The PCs Attempt To Rescue Her Secretly

If the PCs are sneaky (or just think they are), they may wish to rescue Zorena secretly. Captain Geissyl chains Zorena to a tree by her neck-chain and mostly pays attention to his men and their preparations for departure.

A PC thief could rescue her by sneaking up to her tree (this would require two successful *move silently* rolls; failure alerts the Schattenalf guard to their presence), and picking the locks that chain her. Just unchaining her neck-chain won't allow her to move silently; her wrist-chains clink, too. Also, she is suspicious of anyone who attempts to steal her away from the Schattenalfen but not "rescue" her. The PC has to unlock her neck-collar and her two wrist-shackles, requiring three *open locks* rolls.

Failure of a roll doesn't alert the guard, but makes it impossible for Zorena to move silently. At that point, the heroes have to run for it or attack the Schattenalfen.

The PCs Wait Until The General Appears, Then Attack

After about half an hour of waiting, General Caryldian and one more Schattenalf soldier arrive. The general is furious at his failure, but brightens when he sees that the captain has recaptured Zorena. Caryldian taunts her for a moment or two, then orders the soldiers to load the remaining flapsails for departure.

If the heroes attack now, things go much as before. General Caryldian is a canny, cunning elf; he doesn't stick around to fight. He uses his *fly* spell to move off to a distance and watch what happens.

Once the heroes have won, Caryldian has a much better idea of their capabilities. He doesn't counterattack right away (he has no interest in the fates of his minions). He is able to take one of the flapwings which got away during the fight, and follows the heroes from a distance until he can figure out a way to recapture Zorena.

The PCs Just Watch

If the PCs just hang around and watch, Caryldian and his subordinate appear as before; Caryldian taunts Zorena; the Schattenalfen load up their flapsails, chaining Zorena to one of them, and then they fly off. That's the end of this adventure; let them continue on to some other adventure geared to their own interests.

Captain Geissyl

Combat Notes: 4th-level elf; AC 5 (chain mail); hp 20; MV 90' (30'); #AT 1 broad sword or spell; Dmg 1d8 or by spell; Save E4; ML8; AL N. S12 I17 W10 D11 Co13 Ch9. Languages: Elvish (Schattenalfen dialect), Neathar, Azcans, Traldar, Malpheggi lizard man, Kogolor dwarvish. General Skills: Mapping (I), Profession (of Military Aide, I), Caving (W), Alertness (D), Ledge Hopping (D), Persuasion (Ch).

Schattenalfen Fliers and Flapwings

See the *Schattenalf Caverns* entry in the Atlas chapter of the *Dungeon Master's Sourcebook* for statistics for these NPCs and monsters.

Rescue and First Contact

Assuming that the heroes have rescued Zorena, this is the situation: The PCs are in the company of Zorena, and General Caryldian, in possession of a flapwing, is pursuing them at a distance.

The PCs now have to figure out how they're going to treat Zorena. Their options include:

Leave Her: The heroes can say, "Well, we've rescued you, nice to meet you, and goodbye." If they do, the curious Zorena makes her thanks and watches them go. Then, she follows them as they travel, watching them and learning about them. While doing so, she makes herself some crude weapons to replace the ones her previous captors took from her (unless the PCs were generous enough to offer her weapons). Eventually, several sleeps later, if the PCs haven't spotted her and invited her to rejoin them, she alerts them to an enemy ambush or impending dinosaur attack and repays her debt to them. If they're still not interested in having her accompany them, then she begins the long march home. However, if they invite her to come along, treat the situation as it is described in the paragraph below.

Offer for Her to Accompany Them: If they invite her to come along with them on their travels, she hesitates a few moments, then agrees to do so. Her desire to return home is somewhat blunted by her curiosity about these people, and so she accompanies them. However, General Caryldian, using all his magical arts and general skills, is following the group and soon makes attempts to retrieve Zorena.

Offer to Accompany Her: The heroes, if they are particularly generous or have no sense of direction, may offer to conduct Zorena back to her home territory. To this, she instantly agrees; this gets her back home and keeps her in the company of these strange, interesting outsiders. Of course, as described above, General Caryldian is shadowing them and plotting to kidnap Zorena again.

Take Her Captive: The heroes may decide to take her captive. Naturally, she tries to bolt to safety. If she's able to evade the PCs (you can either role-play the escape attempt, or use the *Evasion Table* from the *Expert* rulebook), then she has escaped. If she's unable to evade them, they probably are able to recapture her. Now, she is no friend of the PCs (unless they later recant and decide to free her) and makes every attempt to escape. But all the while she is in their hands, General Caryldian follows them and tries to steal her back from them.

Caryldian's Attacks

General Caryldian suspects that he is overmatched in power by the player characters, so he uses his wits, skills, and magical abilities to achieve his ends—hopefully without having to resort to direct confrontation.

His Tactics

Caryldian's tactic is to track his prey from the air, staying very high and occasionally using magic spells such as *wizard eye* and *clairvoyance* to spy on his prey on the ground, sometimes landing and using his Tracking general skill to calculate their probable course.

Then, he moves ahead of them and sets up ambushes.

The Drop/Web/Dinosaur Ambush

One ambush works this way:

He sets up his trap at the edge of a cliff or ravine which the PCs are approaching. He casts a *web* spell below the lip of the cliff or ravine so that it catches anyone who drops into it. He then casts a *hallucinatory terrain* over the cliff or ravine, making it look like continuous, level ground.

When the PCs move into view, he casts a *fly* spell so that he'll be able to fly, casts a *protection from normal missiles* on himself, and then, just as the characters are coming up on the lip of the ravine, casts a *phantasmal force* spell to create the illusion of a mighty allosaurus (see the Monsters chapter) behind the PCs.

The PCs may run. They may just scatter in order to fight the allosaurus better. Regardless, several of them step right off the concealed edge of the ravine and into the web.

Caryldian then flies into the midst of this chaos, grabs up Zorena, and carries her off. He's a pretty tough customer (by *Expert*-level play standards) and so is able to suffer a few attacks from PCs as he's doing so.

With the struggling Zorena in hand, he flies off to his flapwing and takes to the air before trying to tie Zorena. This leaves the PCs with their party scattered and some of them trapped, and Zorena in Caryldian's hands.

General Caryldian

History: Caryldian is 200, an experienced Schattenalf military leader and magic-user. He has led more expeditions than he can count against the Azcans. He is very effective at motivating his elves, but is not himself a great planner or tactician; he has to leave that task to his advisors. He has long had an unfriendly rivalry with the younger Trylthyn (see the Schattenalfen writeup in the Atlas chapter of the *Dungeon Master's Sourcebook*), whom he despises because Trylthyn is a heretic—not a follower of the Immortal Atzanteotl.

Personality: Caryldian is a brute-force leader, terrorizing his elves into obeying his slightest whim. On the other hand, he prefers for his advisors to work up complicated, sneaky attack plans involving as little direct confrontation as possible because Caryldian is a bit of a coward. Oh, he'll challenge any elf who calls him that, but that's

only because he's very familiar with the abilities of anyone who would make that claim. The fact is that he's afraid to fight any opponent he doesn't know enough about.

Appearance: Caryldian is a little large for a Schattenalf, standing 5'4" and weighing about 120 lbs. He has pale green eyes, is very handsome, and wears green and gold clothing with a metallic finish.

Combat Notes: 10th-level elf; AC 4 (chain mail and shield); hp 35; MV 90' (30'); #AT 1 broad sword or spell; Dmg 1d8+3 or by spell; Save E10; ML11; AL C. S16 I18 W10 D12 Co9 Ch13. Languages: Elvish (Schattenalfen dialect), Neathar, Azcan, Traldar, Malpheggi lizard man, Kogolor dwarvish. General Skills: Intimidate (S), Navigation (I), Signalling (Schattenalfen Flapsail-Riders Hand-Signals, I), Tracking (I), Caving (W), Alertness (D), Find Traps (D), Hear Noise (D), Riding (Flapsail, D).

Spells Carried: 1st—*detect magic, protection from evil, read magic.* 2nd—*locate object, phantasmal force, web.* 3rd—*clairvoyance, fly, protection from normal missiles.* 4th—*growth of plants, hallucinatory terrain, wizard eye.* 5th—*dissolve, wall of stone.*

Magical Items in Possession: *boots of levitation, broad sword +1 (detects evil).*

On the Road

Caryldian continues to dog the adventurers' paths until he has captured Zorena and flown away with her, or has been defeated or killed by the PCs.

If he's killed by the PCs, this adventure is effectively over. The heroes continue on their route, suffer dinosaur attacks and encounters with fabled races, and eventually reach their next destination.

If he does capture Zorena, the PCs have another choice. Zorena has told them that Caryldian was going to take her back to the Schattenalf capital. Do they follow and hope to rescue her (or find her again when she escapes), or do they decide to go about their own business?

In the case of the former choice, you can turn the adventure into a cross-country race. The PCs know that they are not fast enough to catch Caryldian on his flapwing.

So, they may find flying mounts of their own: Pegasi, griffins, giant pteranodons, whatever they think they can capture and quickly tame. This would result in them catching up to the lazily-flying Caryldian many days' flying away, and end in an aerial dogfight against the Schattenalf general.

On the other hand, they might not be able to find flying beasts. In this case, let them proceed overland in pursuit of the general, intending to break into the Schattenalfen capital to rescue her.

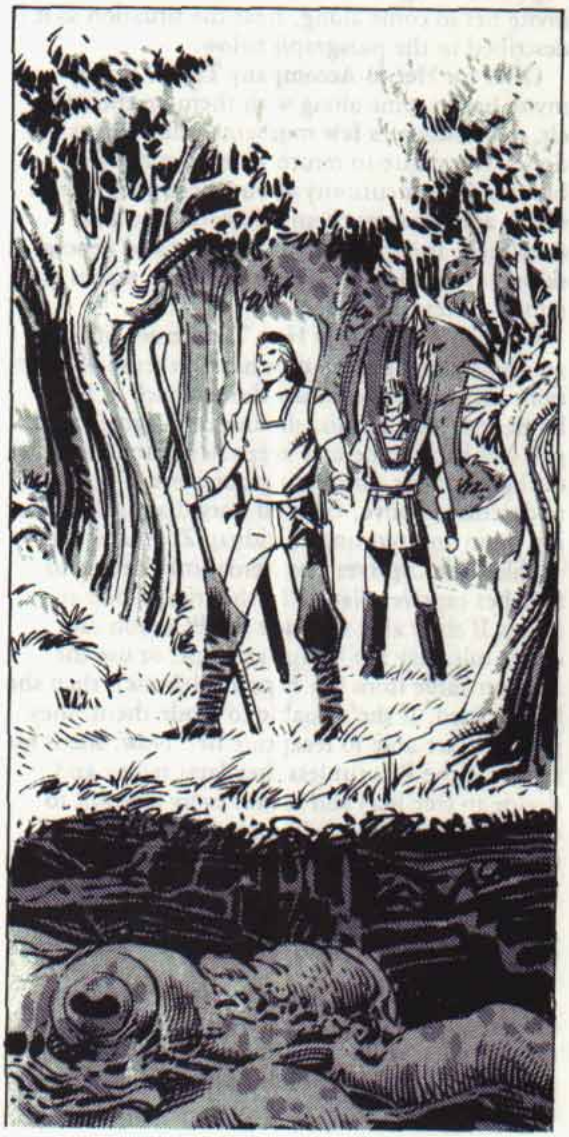
But long before they reach that territory, they come across the body of the downed flapsail. It has been brought down by some flying predator. The tracks of Caryldian and his lovely captive head away from this mishap, headed straight toward the Schattenalf lands. They have a two-day head start on the PCs; but the PCs are faster, because they're not dragging along an unwilling captive.

This makes the rest of an adventure a race against time, as the heroes gain on their quarry, hoping to catch up to Caryldian before that villain reaches the Schattenalf borders.

When they do catch up to him, they can have a final duel with the villain. He may prefer to abandon his captive in order to stay alive, and *fly* off to safety. In this case, he returns at some far-later date to exact his revenge on the player characters.

Or, maddened by the pursuit and by Zorena's continual rejection of him, he might turn on his pursuers like a rabid dog, attacking them in a fight to the death.

Either way, Zorena is reunited with the outerworld heroes, and this adventure is concluded . . . at least for the time being.



Following are numerous short adventure ideas which you can adapt to any party experience level. Almost all of these are keyed to one of the nations or cultures described in the *Atlas* chapter of the *Dungeon Master's Sourcebook*.

Not every culture from the *Atlas* chapter is represented here; Many of that chapter's descriptions already contain adventure ideas for those settings.

In the Antalian Wastes

When the heroes are nearing Antalian country, moving through the snowy forests, they come across the path of someone who has recently headed westward. The tracks are of a single individual on foot.

While the PCs are examining the tracks, they are come upon by a war-party of Antalian fighters led by Kjodar Triudar's son (see the *Atlas* section). The Antalians are suspicious and hostile and demand to be able to take a good look at every member of the PC party . . . but once they've seen each member's face, they lose interest in the PCs.

They ask if the PCs saw the maker of these tracks. It turns out that the tracks were left by an escaped slave, one Olgaf the Huge. Olgaf stumbled out of the wilderness into Kjodar's village several years ago and stayed among them as a slave; he was a huge, silent man and a good worker. But just two days ago he literally tore the slave-collar from his neck, ruthlessly (but not emotionally) killed three people who stood between him and the city gates, and marched right out of the village.

Kjodar asks if the PCs want to join them on their hunt of vengeance.

Accompanying Kjodar

If they do, Kjodar's men and the PCs continue to follow the tracks as they head into more and more inhospitable wilderness. The winds become more fierce, the land more mountainous and glacier-filled. This takes two or three sleeps' worth of time.

The heroes and Kjodar's men begin suffering wolf-attacks. These aren't the attacks of desperately hungry wolves; they're concerted attacks where the wolves pick off one warrior and then run off, not bothering to further mutilate the body.

The party also suffers through minor avalanches where they must run for cover behind stands of boulders.

All the time, though, they are catching up with the escaped slave Olgaf, and ultimately they see him not far ahead, out of bowshot, climbing past the crest of a distant hill.

Soon, they are able to catch up to him. He's standing at the base of a large outcropping of boulders. But he's changed: He's now wearing chain mail armor and carrying a huge sword and shield.

As the heroes get nearer, he taunts them, shouting: "You're too late. I've reached my people.

"My father was a dwarf of his kind, mighty Kjodar. My mother was a human. And I pass for human easily enough. So I was sent to your kind to learn about them, so that we might better destroy them."

And just as the heroes are getting to within bowshot range, he continues, "Now, I want you to meet my brothers."

From behind the outcropping of boulders stand two *frost giants*—huge, armored, and very happily ready to kill player characters . . .

The giants and Olgaf attack the PCs to destroy them. If the PCs and their Antalian friends win, Kjodar recommends that they leave this land as soon as possible; if this is frost giant territory, they'd be better off leaving *now*.

Continuing On

If the PCs decide not to accompany Kjodar's men, they continue on their path and eventually find Kjodar's village, which is ruled by the aging warrior Triudar.

The Antalians are as hospitable to them as their warlike natures allow, and, once they've determined that the PCs are good fighters and brave heroes, put them up and entertain them.

A few sleeps later, Kjodar returns from the wild. He's wounded and frostbitten, and he's the sole survivor of his expedition.

He recounts the encounter between his men, Olgaf, and the two frost giants. He managed to escape when it became obvious that the Antalians could not win. But he knows that he was pursued; the giants want to eliminate him and the entire village (Olgaf's memories of the village are not fond).

So, the PCs get to join in the defense of Triudar's village. Before another sleep is past, Olgaf and a party of ten frost giants appear and attack the village. The village walls are as nothing to the giants; they tear these down like tissue paper. They must be confronted and defeated in one-on-one combat.

Olgaf

Combat Notes: 8 HD dwarf giant; AC 4 (chain mail and shield); hp 30; MV 120' (40'); #AT 1 two-handed sword; Dmg 1d10; Save F8; ML10; AL C.

Frost Giants

Use the Frost Giant statistics from the *Expert* rulebook.

In the Azcan Empire

This is an adventure for some fairly tough characters—high *Expert* or low *Companion* level characters. If your PCs are not yet at that level, diminish the numbers or abilities of the monsters.

In the jungles near or within the Azcan borders, the PCs discover a small (50′ high) pyramid. It was never at the center of a city or village; it has been built out here in the middle of the wilderness, and the jungle has encroached on it. Trees grow right next to it and *through* its lowest step.

The crumbling building atop the little pyramid leads down into interior chambers.

If any of the characters along reads the Azcan language, the pictographs cluttering the walls of the pyramid's hallways tell a story.

The story is of the Azcan king Otlakzilatl. This Otlakzilatl was a fierce king (and for the *Azcans* to call someone fierce tells a story in itself; he must have been a monster). It is said in this text that he personally burned a hundred thousand enemy hearts. It also says that he was a passionate follower of the *tlachtli* game.

The next section says that Otlakzilatl got very, very old and would just not die. Then there's a section of damaged text, and it continues that they decided to placate him by building a treasure chamber which looks like a tlachtli court and bury him there, far away from the land of the living. That's the end of the text.

The halls and stairways of the pyramid descend deeper and deeper—about 100′, well into the ground beneath the pyramid. And there, the heroes discover an underground tlachtli court, as described in the Azcan entry in the Atlas chapter of the *Dungeon Master's Sourcebook*.

The court is dark and bare . . . except for the mummified bodies of twelve tlachtli players lying in two groups of six on the court floor. On the other side of the court, above the field, is a raised platform, on which is a dais and another body . . . and the glint of gold.

When the PCs move onto the court to get at the gold, they'll notice that the court floor seems very, very worn. It's as if the game were still being played here today.

That's when the tlachtli players rise. They are dead—or rather undead. For hundreds of years, they've risen once per day to play a game of tlachtli for the amusement of their undying king.

Since they don't have to play one another today, the two teams combine to play the PCs. And their form of play is very, very rough indeed. It certainly constitutes damaging attacks, though these undead cretins may not consciously be trying to kill the PCs.

When the game begins, the Azcan mummy-king Otlakzilatl rises to watch the game. He takes no action against the heroes unless they move against him. If they do ascend to his viewing platform, he attacks to destroy them.

Otlakzilatl, The Mummy

Use the statistics for the mummy from the Expert rulebook. This mummy's touch does cause *paralysis* but not the rotting disease.

Undead Tlachtli Players

Combat Notes: 5 HD monster; AC 4; hp 20; MV 120′ (40′); #AT 1 barehanded or mummified rubber ball; Dmg 1d6 barehanded or 1d8+2 mummified rubber ball; Save F5; ML12; AL N.

The Treasure

The treasure piled onto Otlakzilatl's platform constitutes about 5,000 gp of golden and gem-inlaid treasures: Bracelets, necklaces, medallions, crowns, bowls, etc. There are no magical weapons or objects here.

The single mummified rubber ball which the undead tlachtli players use in their game doesn't do that much damage when used by player characters; over the centuries, the players have learned to throw it with brutal effectiveness, while the PCs can only do about 1d4 damage with the big, bulky thing.



In the Beastmen Wastes

If the PCs peaceably interact with the Beastmen, they are sheltered, fed and entertained by these bizarre people.

And they inevitably meet the "hidden shame" of the chieftain's family. This is Okrobok's youngest daughter, Draglu, called The Reincarnated.

Draglu is about 5' tall, green-skinned, with pointed ears and completely yellow eyes. She is desperate to talk with the PCs away from the ears of her family, and eventually finds some way to do this.

She says that she loves her clan, but that she has recently remembered a previous life. Some time ago, and she does not think it was too many years ago, she was Dryllusia, a beautiful, but cold-hearted elvish princess who lived in a land far, far to the south, where it was always warm and trees grew thick.

In this life, she loved an elf-hero Lolandrian, but he loved another, a she-archer elf named Sylvistria, who was famous for her fair beauty. Dryllusia, jealous and hateful, cast a mighty enchantment on Sylvistria and placed her in a deep trance from which she could never awaken without magical help. Then Dryllusia placed Sylvistria in a glassy cage within an enchanted cave which mortal man could never find. Lolandrian, hearing that Dryllusia had "killed" his true loved, killed her in an act of vengeance.

Draglu feels very sorry for the actions of her previous incarnation and wants to make amends. She wants to find Sylvistria and restore her to Lolandrian. She says her family refuses to let her leave to do this. Can the player characters please take her with them when they depart? They don't have to rescue her or anything; she'll sneak out a few hours before they leave, and meet them on the path southward. She is obviously very broken up about her past life's action and begs the heroes to help her.

If the heroes ask around, they hear from the other Beastmen that they think Draglu is crazy. Their shamans say that Beastmen once *were* all reincarnated from the spirits of evil beings, but that's not the case any more. They're not willing to accept the fact that it could happen again.

If the heroes decide to refuse help to her, that's the end of the situation.

But if they decide to help her, she does, as she promised, meet them on the trail south and accompanies them wherever they go.

The Beast-Men do not follow them. They've been trying to keep Draglu here for years, but have long known that she would escape sometime.

Draglu the Reincarnated

Combat Notes: 1 HD beastwoman; AC 8; hp 6; MV 120' (40'); #AT 1 dagger; Dmg 1d4-1; Save F1; ML6; AL C. S8 I10 W11 D9 Co12 Ch9. Languages: Beastmen, Neathar. General Skills: None (four unfilled slots)

Draglu's memories of her previous life are vague. She knows she would remember how to get to Sylvistria's cave if she got within a few miles of it. And she knows she would remember how to get to her former peoples' forested land if she got within a few hundred miles of it. She doesn't remember how to speak elvish.

She accompanies the heroes as long as they have her along, and continues to remember things all the while. She remembers her childhood as an elf. Though she doesn't know how it compares to the lives of other elves, her elven culture was unlike any other in the Hollow World; they lived in crystalline cities and had so much gold that they had to stop mining it. (This may be more motivation for the PCs to keep her with them.)

Unfortunately, the fact is Draglu is a loon. She never was an elf-princess in a previous life; this is a demented fantasy which has come to dominate the life of an unattractive Beastman female. She believes it wholly, but the fact is that her crystal-city elves never existed and she never enchanted a romantic rival.

It may take the heroes quite some time to realize this. Maybe they never do, and this crazy Beastman female forever tags along with them, looking for her enchanted cave.

In the Brute-Men Territories

In the lands of the Brute-Men, the PCs can meet Pa-gar, an aging, gnarled Brute-Men warrior who says he is an outcast from his tribe. He follows them around, not offering to join them, but telling them where to find game and water.

But Pa-gar is not some kindly middle-aged brute anxious to help outsiders. He's a follower of the Immortal Tha-to (Thanatos), and Tha-to has given him a great gift: The ability to turn into a mighty sabretooth tiger.

When he has a good idea as to the PCs' strengths and weaknesses—or, earlier, if the PCs cast a *detect evil* or *detect magic* or any sort of spell at him—Pa-gar makes his transformation and attacks them. He has no master plan; he intends only to kill and eat them.

Were-Sabretooth

Armor Class:	2
Hit Dice:	12
Hit Points:	50
Move:	150′ (50′)
Attacks:	2 claws/1 bite + special
Damage:	1-8/1-8/2-16 + lycanthropy
Number Appearing:	1
Save As:	F12
Morale:	10
Treasure Type:	V
Alignment:	Chaotic
THAC0:	9
XP Value:	1,100

The were-sabretooth has a form of lycanthropy which only appears in the Hollow World; the victim's lycanthrope form takes on characteristics of the sabretooth tiger.

Were-sabretooths have three forms: Their original human (or humanoid) form, a true sabretooth tiger form and an intermediate form where they have most of the characteristics of a sabretooth but stand on their hind legs. In this latter form, they stand about 12′ tall. Both the sabretooth forms are wild, animalistic, and unintelligent.

Were-sabretooths are not affected by the full moon, because there never is one. But they cannot eat in their human form; they may only eat in a sabretooth form, and may only eat freshly-killed meat. A were-sabretooth who goes for more than a day (one sleep) without eating becomes very hungry; he changes spontaneously into the sabretooth form and cannot change back until he has eaten.

In the Elflands of Icevale

On a mountainside (not too far from the first Icevale community the PCs encounter) is a cave. In it lives Sudeyryl, an exile from the Icevale community. She was a magic-using elf touched with evil; she used her magical arts to terrorize her people. She was banished and has lived in a nearby cave since then, plotting revenge.

In this time, she has been developing a spell which she calls *the frozen dead*. This is a variant on the 5th-level spell *animate dead*.

Fifth Level Magic-User Spell

The Frozen Dead
Range: 60′
Duration: Permanent
Effect: Creates Ice-Zombies

This spell allows the caster to animate zombies from dead bodies within range. The bodies must have been interred in frozen ground; the freshly-dead may not be animated.

These animated undead creatures, called frost-zombies, obey the magic-user until they are destroyed by a cleric. An *undead magic* spell cannot destroy them.

For each level of the magic-user, one Hit Die of frost-zombie may be animated. The characteristics of frost-zombies are given below.

One last, grotesque effect of the *frozen dead* spell is this: It restores the body of the slain person to its former youthful appearance. A frost-zombie looks cold and icy, but is not corrupting or horrible.

Frost-Zombies

Armor Class:	6
Hit Dice:	2*
Hit Points:	8
Move:	90′ (30′)
Attacks:	1 weapon or 1 touch
Damage:	By weapon, or 1d6 + special
Number Appearing:	1-10
Save As:	F2
Morale:	Not Applicable
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	25

Frost-zombies are immune to *sleep* and *charm* spells (not that *charm* spells work in the Hollow World anyway).

Frost-zombies can carry and use weapons.

Frost-zombies do not have any spells, but they have a special power: *The Icy Touch*. Their touch inflicts 1d6 damage and has a special effect: Numbness. Whenever a frost-zombie uses its touch on a victim, roll 1d6 to determine the location it touches. The victim must make a saving throw vs. Paralysis. If he succeeds, there is no further effect; if he fails, that body part goes numb and cannot be used for 1 full turn. This is not the same as *paralysis*, and elves are not immune to it.

Roll Location and Result of Numbness

1 Head: Character is Blinded
2 Off-Hand: Character drops anything in that hand, cannot fight with that arm, shield is useless
3 Weapon-Hand: Character drops anything in that hand, cannot fight with that arm
4 Left Leg: Character must make a second saving throw vs. Breath Attack; failure means he falls down; character is reduced to 1/2 normal movement speed
5 Right Leg: Same as Left Leg; if both legs are numbed, character automatically falls down and is reduced to 1/5 normal movement speed (crawling)
6 Torso: No additional Effect

Sudeyryl's Plan

Sudeyryl's plan is a simple one. Daily, for several days, she has visited the graveyard used by the Icevale elves who banished her. She has now accumulated a small army of the frozen dead, and her plan is to lead them against her former people.

So, when the heroes are first meeting with the Icevale elves, or are being entertained by them, perhaps skiing with them, the frost-zombies attack the Icevale village. Sudeyryl is with them, leading them, enjoining them to attack.

Sudeyryl continues to lead the attack until she is reduced to half her normal hit points, at which time she flees to plot further revenge. Her frost-zombies continue to fight.

The Icevale elves quail and retreat before the frost-zombie attack . . . because they *recognize* these zombies, and can't bring themselves to hack on their dead friends and ancestors. It's up to the PCs to lead the attack and stop the frost-zombie march until the living elves can overcome their horror and join them.

Sudeyryl

Combat Notes: 9th-level elf; AC 9; hp 35; MV 120' (40'); #AT 1 dagger or spell; Dmg 1-4 or by spell; Save E9; ML6; AL C. S9 I17 W10 D12 Co11 Ch10.

Spells Carried: 1st—*hold portal, light, protection from evil.* 2nd—*phantasmal force, web* x2. 3rd—*dispel magic, fly, protection from normal missiles.* 4th—*curse* x2. 5th—*the frozen dead.*

In the Lands of the Dwarves and the Krugel Horde

The orcs of the Krugel Horde have learned to tame and ride a special kind of carnivorous dinosaur they call the *bounder.*

Bounders

Armor Class:	5
Hit Dice:	4
Hit Points:	16
Move:	150' (50')
Attacks:	2 claws and 1 bite
Damage:	1-2/1-2/2-12
Number Appearing:	2-20
Save As:	F2
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	16
XP Value:	75

The bounder stands about 12' tall and can carry up to 4,000 cn of encumbrance at full movement speed or 6,000 at half-speed. The bounder runs around on two legs and is capable of enormous leaps.

A bounder normally travels by making mighty 50' leaps through the air. A bounder can make single leaps of up to 100' once per round; this is slower than their normal movement rate, but allows them to cross wider crevasses.

Bounders are eminently suited to rocky, hilly terrain, and the Krugel orcs have tamed them in order to have a mount which is effective in Kogolor dwarf-territory.



The Krugel Plan

Not all Krugels are convinced that the bounders are a good idea; their traditional association with the pony, and only the pony, runs very deep with them. So only one Krugel community is taming and breeding these beasts. Their plan is to lead several expeditions against the Kogolor dwarves, have some great successes against the dwarves, and convince the other Krugel orcs of the usefulness of these new riding-beasts.

The player characters can come across this situation in one of two ways.

If they ally themselves with the Krugels for some reason, they can hear of the plan through normal gossip and be invited by the bounder-riders to join them on the expedition. They need to learn the General Skill of Riding (Bounder) at their earliest opportunity.

If they're no friends of the orcs, they could, when crossing the fringes of the Krugel desert, find a dwarf staked out on the sand. He's parched and swiftly dies of thirst if they do not help him.

His name, he says, is Kokur. He was captured by the Krugel orcs, kidnapped right out of the outskirts of the Kogolor hills, and tortured for information. These Krugels plan to lead an attack on the Kogolors. Kokur, shame-faced and crying, admits that he broke under the pressure and told the Krugels where the Kogolors patrol, how to sneak past their defenses, etc.

Kokur doesn't know about the bounders. He assumes that this raid will be on horseback, as all previous attacks were.

He does his best to persuade the PCs to help him get back to the Kogolor lands, to warn the dwarves before the Krugels get there. He is burning with rage against the Krugels and promises to destroy every one of them, single-handedly if he must.

However, the truth of the situation is that Kokur is a traitor. He is wearing clothes, so it is not immediately obvious, but he wasn't tortured at all. He sold out his people to the Krugels for the promise of gold. They extracted from him all the information they could, then staked him out to die. He certainly does want these Krugels to be annihilated—partly to avenge himself, but mostly so they won't have the opportunity to tell the other dwarves that he betrayed them.

The Pursuit

If the PCs hurry, they can get to the Kogolor foothills ahead of the Krugels.

Kokur immediately starts telling a slightly *different* story to the officers of the Kogolor outpost. He says that he had sneaked deep into Krugel territory on a reconnaissance mission—his own idea, not an official mission—and was captured. He says that before he was captured, he discovered the Krugels knew the entire plan of Kogolor defenses and patrols and have planned an attack against Kogolor lands.

If the PCs protest that he's not telling the same story he told them, he'll hotly turn against them, claiming that they rescued him only to extort money from the Kogolors, and that he suspects that they're here to reconnoiter behind enemy lines for the Krugels.

At this point, it's the PCs' word against Kokur's. Role-play out this situation; let the player characters defend their actions and refute Kokur's claims.

If the PCs sound persuasive, the Kogolor outpost captain issues the following order: Kokur and the PCs are to accompany the outpost garrison to intercept the Krugels. Implicit in this order is the fact that the captain wants to keep an eye on both parties and try further to gauge the truthfulness of each.

If the PCs don't sound persuasive, they are requested to leave the Kogolor lands. The captain is not hostile, just professionally suspicious. Of course, the PCs know that the Kogolors have a viper at their breast, a viper named Kokur.

The Krugel Attack: PCs With the Dwarves

If the PCs accompany the Kogolors, they move to intercept the Krugel attack in a narrow pass between two steep hills; the pass is where Kokur "feels" (i.e., recommended to the Krugels) that the Krugels should enter the Kogolor lands.

The Kogolor force of sixty fighting-dwarves, plus Kokur and the PCs, sets up in this narrow defile and waits for the attack.

It is not long in coming; it takes only about half an hour, not enough time for the PCs to rig up any elaborate traps.

Suddenly, the Krugels are leaping into the valley—mounted on their bounder-lizards, not on ponies. This attack takes the dwarves off-guard: The Krugels can leap up on the steep slopes of the hill and attack the dwarves from both sides and the rear as well as from front-on. There are fifty Krugel raiders on fifty bounder-lizards.

Kokur runs away, screaming. The PCs may decide to drag him back to the fight, or to kill him for his cowardice. If they do not, the dwarf-captain shoots him down in cold blood for that same reason.

The dwarves stand a good chance of collapsing in disarray unless the PCs can achieve some quick successes against the Krugels.

If the Dwarves Rout

If the PCs are also ineffective against the Krugels, the majority of dwarves are wiped out, and the Krugels ride on, leaving behind only a few survivors (those who are too tough to be worth killing).

At this point, it's up to the surviving Kogolors and (if they wish) the PCs to follow them, picking up more troops from dwarven settlers found along the way.

The Krugels rage through the countryside, sacking and destroying small dwarf communities with abandon.

During the first sleep after the Krugels entered the Kogolor lands, the most devout of the PCs, probably a cleric, receives a visitation in his dreams: It is an image of the Immortal Garal Glitterlode. Garal informs him of the Krugels' breeding plan and tells him what shall happen if only one Krugel orc makes it back to Krugel lands to describe their destructive success: The bounder-breeding plan shall be considered a success and the Kogolors ever-after shall be facing Krugels on bounders. Garal also tells him where the Krugels are now.

Therefore, after the sleep, the PCs and their Kogolor allies come across the Krugels again. The PCs and their dwarf-allies constitute about 30 in number; the Krugels number about 35.

This is a fight to the death. The Krugels are headed back out of Kogolor territory. For the reasons described just above, and just to preserve their own lives, the Krugels fight fiercely; the dwarves are just as fierce. Run a satisfying, lethal combat between these dwarves and their traditional orcish enemies.

If the PCs lose, the Krugels probably win, and the Kogolor dwarves' problems are no longer their own. If they win, they should be able to wipe out this invasion force of Krugels. One or two may attempt to bolt and continue their escape, resulting in a hell-for-leather race between the orcs and the PCs.

If the Dwarves Don't Rout

But if, back at the pass, the PCs are effective against the Krugels, the dwarves take heart, rally, and begin bringing the fight back to the Krugels, making good use of their ranged weapons and losing their fear of the bounders.

In this case, the surviving Krugels turn back and head off into the desert, their plan thwarted; the other Krugels decide that the bounder-breeding plan is a failure and do not pursue it any longer.

The Krugel Attack: PCs On their Own

If the PCs don't accompany the Kogolors, and are requested to leave the Kogolor lands, they are traveling on their way when the Krugels sweep by on their way into the hills.

The Krugels won't bother overrunning the PCs in force; they're in a hurry. They send a squad of riders, one for each PC, out to demolish the PC party. The main body of Krugels goes leaping on by, not bothering to see how well the squad does.

In all likelihood, the PCs defeat their attackers. If they decide to follow the main body of orcs, they find the pass where the dwarves made their stand . . . and lost. The defenders are all dead, and the Krugels are now stampeding gleefully throughout the Kogolor lands. Kokur is dead with a dwarf-arrow in his back.

At this point, if the PCs decide to pursue the orcs, you can resume the adventure described above. The heroes follow the path of the rampaging orcs, picking up dwarf-allies along the way. On their next sleep, one PC receives the word of Garal Glitterlode, and thus realizes what the stakes are and where to find the Krugels.

Krugel Riders

The statistics for the Krugel cavalrymen are given in the description of the Krugel Horde in the *Atlas* chapter of the *Dungeon Master's Sourcebook*.

Rewards

If the PCs do accompany the dwarves in this campaign against the Krugels, at adventure's end the dwarf-king summons them before him and presents them with rewards commensurate to their efforts.

If the PCs routed the Krugels at the narrow pass, they receive 1,000 gp each, and each receives a fine, dwarven-forged broad sword. The hero whom the DM thinks performed most nobly in the sight of the dwarves receives a special weapon; his broad sword is a magical *broad sword +1* (or better, if magic swords are already common among the possessions of the player characters). Characters who cannot use broad swords receive weapons appropriate to their class and background; these dwarves make many types of weapons.

If the PCs were unable to stop the Krugels from entering the Kogolor lands, but kept all of them from leaving, they'll receive 500 gp each and a fine, non-magical, dwarven-forged broad sword each. Again, characters who cannot use swords receive weapons more suited to their class and background.

If the PCs were unable to stop the Krugels from entering the Kogolor lands, and were unable to keep them all from leaving, they'll receive 250 gp each.

The Hollow World has a much wider and more remarkable range of animal life than the outer world—this is because the Immortals placed thousands or millions of species here before they became extinct on the outer world. In the Hollow World, they thrive and survive.

So the player characters, no matter how little time they spend in the Hollow World, will eventually encounter some or many of the world's prehistoric animals.

As the DM, you can drop a prehistoric-monster attack on the characters any time the situation calls for some action, or when you need to reinforce the fact that the Hollow World is very *different* from the lands of the player characters' birth.

A Note About Dinosaur Species

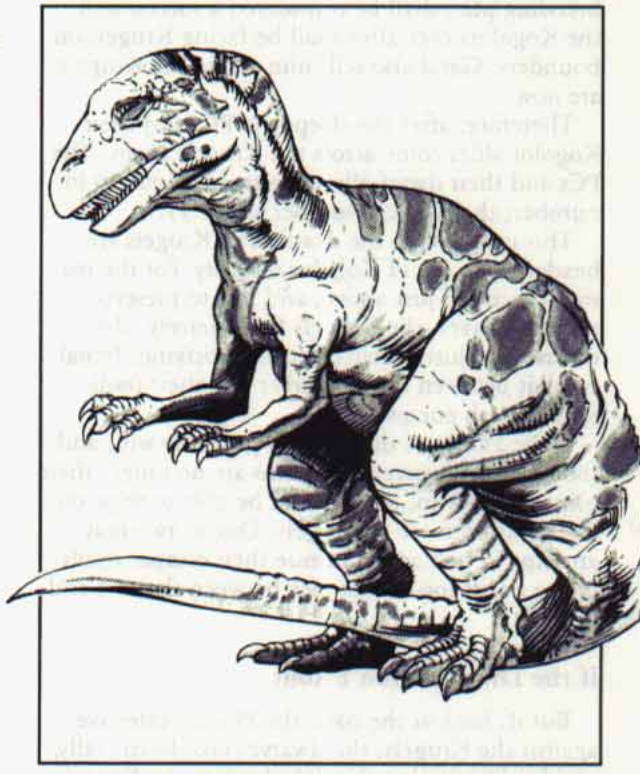
This chapter presents only a few of the thousands of species of dinosaur which appear in the Hollow World. So when dropping dinosaur encounters on your characters, don't just rigidly follow the statistics and descriptions below. Make new variants on all these species, some larger, some smaller than those described; give some one skin color, others another. This will make your setting more distinctive and interesting.

New Monsters

These are monsters which the players *aren't* likely to have encountered before reaching the Hollow World:

Allosaurus

Armor Class:	4
Hit Dice:	16*
Hit Points:	75
Move:	210′ (70′)
Attacks:	1 bite or 2 claws + pin (special)
Damage:	3-24 or 2-16/2-16 + pin (special)
Number Appearing:	1-2
Terrain:	Forest and Jungle, Plain
Save As:	F16
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	7
XP Value:	2,300



The Allosaurus is a carnosaur (a flesh-eating dinosaur). It walks on its hind legs and has short, not-especially-formidable forelimbs bearing three claws. It is over 30′ long and is very fast-moving.

In combat, the allosaurus can bite its prey, but prefers a special attack, the *pin*, followed by rending the prey with the claws of its free foot.

The Allosaurus makes its *pin* attempt against the target's armor class. On a successful hit, the target must make a saving throw vs. Paralysis; if he succeeds, the hit does normal claw damage. But if he fails, the attack does him normal claw damage *and* throws him to the ground, pinning him there. On each subsequent round, he must make a successful saving throw vs. Paralysis to get free; if he fails, he remains pinned. While pinned, he cannot use magic or wield weapons.

Ankylosaurus

Armor Class:	0 (top) or 8 (underside)
Hit Dice:	7
Hit Points:	40
Move:	60′ (20′)
Attacks:	1 tail
Damage:	2-12
Number Appearing:	1-8
Terrain:	Forest and Jungle, Plain
Save As:	F4
Morale:	6
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	450

This beast is a four-legged plant-eating dinosaur weighing about four tons; its back and sides are protected by bony armor plates. The end of its tail is a heavy clublike protrusion which the ankylosaurus swings like a flail.

The ankylosaurus is very hard to hurt when attacked normally; its underside is much easier to damage. If the characters can upend the beast, they'll have a much easier time of harming the ankylosaurus.

Apatosaurus (Brontosaurus)

Armor Class:	5
Hit Dice:	26
Hit Points:	100
Move:	60′ (20′)
Swimming:	60′ (20′)
Attacks:	1 bite/1 tail
Damage:	2-12/3-18
Number Appearing:	1-3
Terrain:	Forest and Jungle, Swamp
Save As:	F13
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	12
XP Value:	3,750

This is a huge, herbivorous dinosaur; it has a small head atop a long, slender neck, a ponderously huge body, and a long, slender tail. Altogether, it's about 70′ long and weighs 35 tons.

The apatosaurus lives in swamps and forests, stripping leaves from trees and fronds from fernplants. Though it can swim, it is not limited to life in the water and can walk freely on land.

Archaeopteryx

Armor Class:	7
Hit Dice:	1
Hit Points:	4
Move:	30′ (10′)
Flying:	210′ (70′)
Attacks:	1 beak or 2 claws
Damage:	1-2 or 1 pt./1 pt.
Number Appearing:	2-16
Terrain:	Forest and Jungle, Plain
Save As:	Normal Man
Morale:	4
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	20
XP Value:	10

This is a very primitive type of bird, the ancestor of all modern birds. It looks like a small winged reptile covered in feathers; plucked, it would look a lot like a small dinosaur.

Archaeopteryx is not likely to attack player characters, but PCs may hunt it for food; it will prefer to flee in such a case, but will fight if trapped.

Aurochs

Armor Class:	5
Hit Dice:	6
Hit Points:	20
Move:	210′ (70′)
Attacks:	1 butt
Damage:	2-12
Number Appearing:	20-200
Terrain:	Plain
Save As:	F4
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	14
XP Value:	275

These animals are large, powerful ancestors of modern oxen; they fight with forward-curved, blunt-ended horns. They are bigger and nastier than later species of oxen and cattle . . . and even modern-day oxen and cattle are not known for their even tempers and passive natures.

Automatons of the Blacklore Valley

Armor Class:	4
Hit Dice:	2
Hit Points:	8
Move:	90′ (30′)
Attacks:	2 (flailing arms)
Damage:	1-6/1-6
Number Appearing:	6-36
Terrain:	Blacklore Elf Valley (they do not function outside the valley)
Save As:	M4
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	20

The automatons of the Blacklore Elf valley are magically-powered robots. Most are man-sized; some are slightly larger, with large flatbeds for transporting especially lazy elves.

Cave Bear

Armor Class:	5
Hit Dice:	7
Hit Points:	30
Move:	120′ (40′)
Attacks:	2 claws/1 bite
Damage:	2-8/2-8/2-12
Number Appearing:	1-2
Terrain:	Hill, Mountain
Save As:	F4
Morale:	9
Treasure Type:	V
Alignment:	Neutral
THAC0:	13
XP Value:	450

This is an enormous bear standing about 15′ tall. It does not see well at all but it hunts very well by scent. It prefers a diet of fresh-killed red meat, and lives in caves.

Bison, Giant

Armor Class:	4
Hit Dice:	8
Hit Points:	28
Move:	240′ (80′)
Attacks:	1 butt or 1 trample
Damage:	2-12 or 2-16
Number Appearing:	10-100
Terrain:	Plain
Save As:	F4
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	14
XP Value:	650

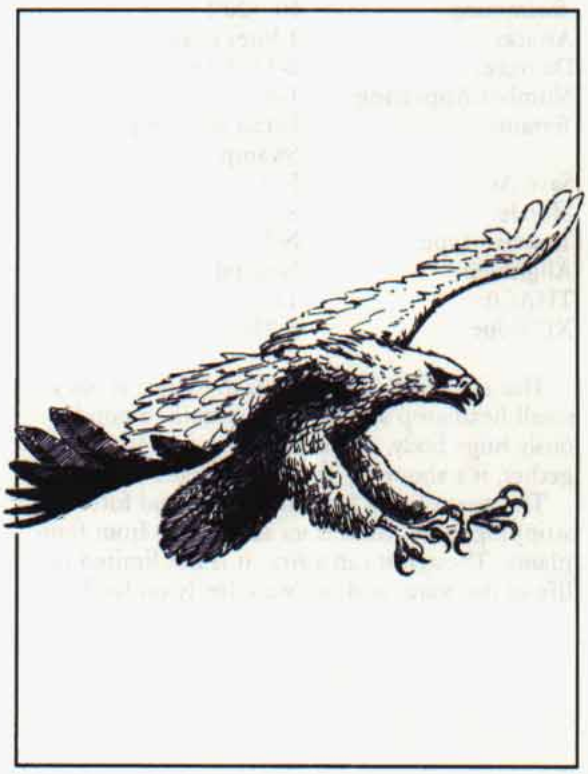
This species is an ancestor of the modern bison. It looks just like the modern variety but stands about 10′ tall at the shoulder; it takes a very brave band of hunters or cavalrymen to bring them down. They roam the plains in huge herds and are normally only hunted by men, sabre-tooth tigers, allosaurus and tyrannosaurus.

Giant Eagle (Hiak)

Armor Class:	5
Hit Dice:	4+2
Hit Points:	20
Move:	390′ (130′)
Attacks:	2 talons or 1 beak
Damage:	1-6/1-6 or 1-10
Number Appearing:	1-20
Terrain:	Hill, Mountain, Plain
Save As:	F4
Morale:	9
Treasure Type:	U
Alignment:	Neutral
THAC0:	14
XP Value:	125

The giant eagle, or hiak, is an enormous variety of eagle; it is large enough to carry a full-grown human rider. It feeds on sheep and goats especially, but will stoop to feed on humans in lean times.

The giant eagle can carry up to 1,000 cn weight at full flying speed, and up to 2,000 cn at half flying speed.



Flapsails

Armor Class:	2
Hit Dice:	8*
Hit Points:	30
Move:	90′ (30′)
Flying:	240′ (80′)
Attacks:	2 claws/1 bite or breath
Damage:	1-8/1-8/3-18 or 30 pts. damage
Number Appearing:	1-4
Terrain:	Forest and Jungle, Hill, Mountain
Save As:	F8
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	12
XP Value:	1,200

Flapsails are a Hollow World variety of small, unintelligent red dragon. They may be an ancestor of the modern red dragon, or just an offshoot which some Immortal placed inside the Hollow World when they began to go extinct.

Regardless, the flapsails were heavensent for the Schattenalf. The elves had trained a reptilian mount in their home caverns, and the flapsail, intelligent enough to be trained and not too fierce to be domesticated, was an admirable substitute.

Flapsails grow to about 25′ long. Adult flapsails can carry 4,000 cn of weight aloft at full flying speed, or 6,000 cn at half speed.

Like red dragons, they have claws, teeth, and fiery breath weapons. Unlike dragons, they have no spells.

Though many are encountered as Schattenalf riding beasts, there are many more living wild in the hills and mountains.

Ichthyosaurus

Armor Class:	5
Hit Dice:	10
Hit Points:	40
Move, Swimming:	240′ (80′)
Attacks:	1 bite
Damage:	2-16
Number Appearing:	1-4
Terrain:	Ocean
Save As:	F5
Morale:	11
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	900

This is a sea-dwelling dinosaur shaped much like a shark but with flippers near the front of its body. It has a long, tooth-filled, beak-like mouth and enormous, plate-sized eyes. It grows anywhere from 10′ to 30′ long, but it is the longer variety described in these statistics. It eats fish, squid, and swimmers.

Foot-Pad Lizard

Armor Class:	6
Hit Dice:	2+1
Hit Points:	9
Move:	120′ (40′)
Climbing:	60′ (20′)
Attacks:	1 bite
Damage:	1d6
Number Appearing:	2-5
Terrain:	Hill, Desert
Save As:	F2
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	17
XP Value:	25

These look like ordinary desert lizards: Long, slender, with an awkward waddling gait, two protruding horns on the head, a ridge of very short spines along its back and tail. However, they're huge, about 12′ long (not including the tail) and can be tamed.

These lizards have sticky pads on the toes of its feet, and these pads allow the lizards to climb all but the smoothest of surfaces, up to 90-degree faces, or up to 60-degree faces when mounted.

They can carry up to 2,500 cn at their normal movement rate, up to 4,000 cn at half their normal rate.

Though they can be tamed, they are stupid and aggressive monsters. They are inclined to take bites out of anyone standing in front of them; these aren't fierce attacks, but a "get out of my face" warning.



Lizard, Thumper

Armor Class:	5
Hit Dice:	1
Hit Points:	6
Move:	150′ (50′)
Attacks:	2 claws or 1 bite
Damage:	1-2/1-2 or 1-4
Number Appearing:	2-5
Terrain:	Forest and Jungle
Save As:	Normal Man
Morale:	5
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	19
XP Value:	10

The thumper-lizard is a small breed of two-legged carnivorous dinosaur. It's common to many secluded jungle valleys, particularly the Kubitt Valley.

By human standards, it's a menace only to the very young or weak, but this reptile is pretty terrifying to the Kubitts. It stands 3′ tall, or twice their height, and has a nasty bite. It also runs very fast. Its prey includes all the Kubitt Valley's small mammals, Kubitts included. It warns its fellows of danger or prey by thumping its tail against the ground, hence its name.

Mammoth, Wooly

Armor Class:	3
Hit Dice:	15
Hit Points:	55
Move:	120′ (40′)
Attacks:	2 tusks or 1 trample
Damage:	2-12/2-12 or 4-32
Number Appearing:	2-16
Terrain:	Hill, Mountain, Plain
Save As:	F8
Morale:	8
Treasure Type:	Tusks worth 200-800 gp
Alignment:	Neutral
THAC0:	8
XP Value:	1,350

This is an ancestor of the modern elephant. It is bigger and shaggier than the modern pachyderm, and it bears two huge, forward-pointing tusks with which it is proficient in combat.

Pachycephalosaurus

Armor Class:	5 (head is AC 2)
Hit Dice:	8
Hit Points:	30
Move:	90′ (30′)
Attacks:	1 head-bash
Damage:	3-18
Number Appearing:	2-8
Terrain:	Forest and Jungle
Save As:	F4
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	650

This is a four-legged, herbivorous dinosaur, about 20′ long; it has a head with an unusually thick crown atop a long neck. The pachycephalosaurus' skull is up to 9″ thick on top, and it defends itself from attackers by swinging its own head like a flail and smashing its skull into its enemy.

Phobosuchus

Armor Class:	2
Hit Dice:	10
Hit Points:	40
Move:	60′ (20′)
Swimming:	*120′ (40′)*
Attacks:	1 bite
Damage:	4-32
Number Appearing:	1-4
Terrain:	Swamp
Save As:	F5
Morale:	11
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	900

This horror is basically a 45′-long crocodile. Whereas crocodiles can look like floating logs when drifting around on the river surface, the phobosuchus, when doing the same thing, looks like an entire sand bar; outer-world characters who have never seen a phobosuchus may not have any conception that the sand bar they intend to pass or to tie off their boats to actually wants to kill and eat them . . .

Pisanosaurus

Armor Class:	7
Hit Dice:	1
Hit Points:	4
Move:	120′ (40′)
Attacks:	1 bite
Damage:	1-2
Number Appearing:	4-24
Terrain:	Forest and Jungle
Save As:	Normal Man
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	10

This is a small dinosaur about 4′ long. Like animals such as the allosaurus, it runs about on its hind legs. A single pisanosaurus is no match for a trained adventurer, but a whole pack of them can be pretty dangerous.

Plesiosaurus

Armor Class:	7
Hit Dice:	16
Hit Points:	60
Move:	60′ (20′)
Swimming:	210′ (70′)
Attacks:	1 bite/2 flippers
Damage:	2-8/1-4/1-4
Number Appearing:	1-2
Terrain:	Ocean
Save As:	F8
Morale:	8
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	10
XP Value:	1,350

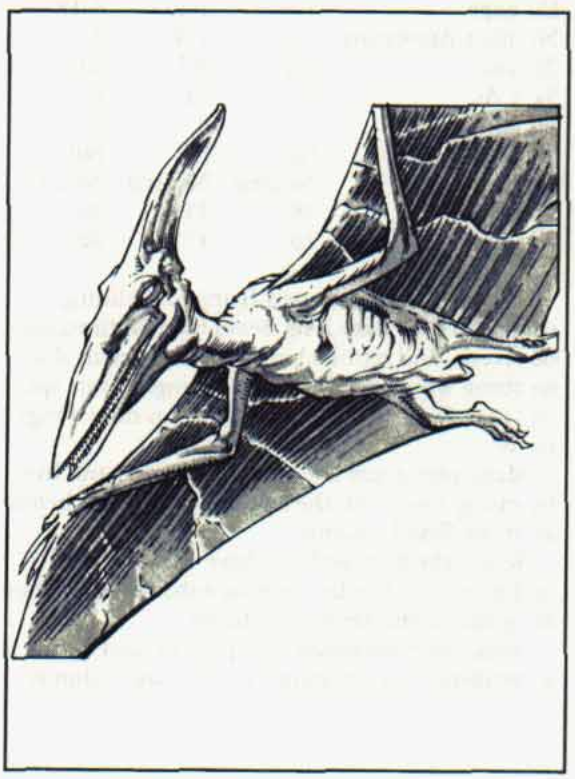
This sea-dwelling dinosaur has a heavy body featuring two sets of flippers (forelimbs and hind limbs) and a long neck. It grows to about 40′ long, about half of which is neck. Plesiosaurs dive to hunt fish and squid, but actually spend most of their time at the water's surface. An aggressive plesiosaur may rise up underneath a small vessel and tip its sailors and passengers into the sea, resulting in a feeding frenzy of plesiosaurs and ichthyosaurs.

Pteranodon, Giant

Armor Class:	3
Hit Dice:	20
Hit Points:	70
Move, Flying:	240′ (80′)
Attacks:	2 talons or 1 beak
Damage:	1-8/1-8 or 3-24
Number Appearing:	1-2
Terrain:	All (nests in Hill, Mountain)
Save As:	F10
Morale:	9
Treasure Type:	V x 3
Alignment:	Neutral
THAC0:	6
XP Value:	2,000

This is a variant of the pterosaur which has never been seen on the outer world; it evolved here in the Hollow World. It is enormous, with a wingspan of 100′ or more. It flies, rather than glides; it can flap its wings and take off from clifftops, the ground, or even the surface of the water. It is a strong enough flyer to fly at full speed when bearing loads of up to 2,000 cn, or at half speed when carrying up to 4,000 cn.

The giant pteranodon lives in nests on clifftops and mountaintops, and hunts live game to drop in those nests for its hatchlings to eat.



Ponies, Krugel

Armor Class:	7
Hit Dice:	2
Hit Points:	10
Move:	210′ (70′)
Attacks:	2 hooves
Damage:	1-4/1-4
Number Appearing:	5-50
Terrain:	Plain, Desert
Save As:	Normal Man
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	20

The preferred Krugel mount is a large species of pony. Not so fleet as a riding horse, it is very nimble, especially good at taking the broken terrain of the Krugel lands and southern foothills.

Pterosaurs

	Small	Medium	Large
Armor Class:	7	6	5
Hit Dice:	1	5	10
Hit Points:	2	18	35
Move, Flying:	180′ (60′)	240′ (120′)	180′ (60′)
Attacks:	1 beak	1 beak	1 beak
Damage:	1-3	1-12	3-18
Number Appearing:	2-8	1-4	1-2
Terrain	All	All	All
Save As:	F1	F3	F5
Morale:	7	8	9
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
THAC0:	18	15	10
XP Value:	10	175	900

These are hollow-boned flying and gliding saurians. They have long beaks filled with numerous teeth, and reptilian arm structures with skin webbing which constitute their wings. Some species merely glide; others actually flap their wings to fly.

Many pterosaurs are as small as birds, and live by eating insects on the fly; they are shown below as in the Small column.

Some, the pteranodons, have wingspans of 20′ and more and live by catching fish; their statistics are given in the Medium column.

Some have wingspans of up to 45′ and live as scavengers; they are shown in the Large column.

Reindeer, Giant

Armor Class:	7
Hit Dice:	2
Hit Points:	7
Move:	240′ (80′)
Attacks:	1 antlers, 2 horns
Damage:	1-8/1-4/1-4
Number Appearing:	8-80
Terrain:	Arctic
Save As:	F1
Morale:	7
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	18
XP Value:	20

These enormous herdbeasts stand as tall as a large horse, and the Antalians train and ride them as horses.

Small Riding Animals

Armor Class:	7
Hit Dice:	1-1
Hit Points:	4
Move:	120′ (40′)
Attacks:	1 bite
Damage:	1-2
Number Appearing:	1-4
Terrain:	Forest and Jungle (Kubitt Valley)
Save As:	Normal Man
Morale:	4
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	19
XP Value:	5

Use these game statistics for the various types of animals the Kubitts ride: Foxes, small dogs, insectivorous riding lizards, especially large birds of prey or pteranodons, etc. They're all less than 3′ long.

Note that each animal has only one of the two listed movement rates. Those that fly don't have a ground rate, and those with the ground rate don't fly.

Somnastis Plant

Armor Class:	6
Hit Dice:	2*
Hit Points:	20
Move:	0′ (0′)
Attacks:	2 petal strikes
Damage:	1-3/1-3
Number Appearing:	1-6
Terrain:	Isolated Forest Valleys
Save As:	F1
Morale:	12
Treasure Type:	K
Alignment:	N
THAC0:	18
XP Value:	25

This plant, firmly rooted in place, looks like a large, closed pink rosebud, three yards across, sprouting right out of the ground, surrounded by a bed of its leaves. It exudes a sweet aroma which induces drowsiness.

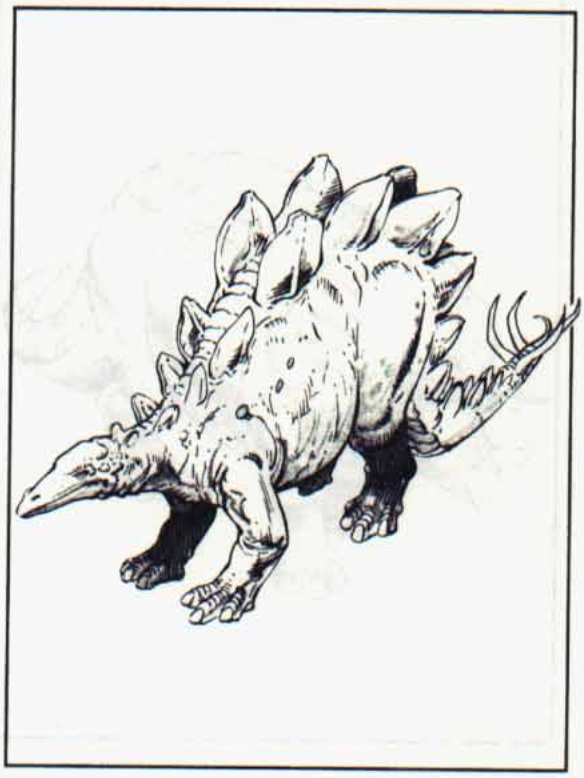
Its leaves, when chewed for an hour or so, make the user enter a sleepwalking state. He is aware of what is going on around him. He can answer questions put to him, but will not if they are not questions he would ordinarily answer (the Gentle Folk are so passive, of course, that they'll answer anything). He does not think and does not feel any emotion in this state. The state lasts 1-3 (1/2d6) days.

Someone forced to chew the leaves or take a drug based on them can make a saving throw vs. Poison in order to resist its effects. He gets a +2 bonus to his roll. It's fairly easy to resist; most Gentle Folk using the leaves voluntarily forfeit their saving throws, because they desire the leaf's effects.

If a character under the leaf's influence is attacked or confronts a situation where he definitely would like to break out of its effects, he must make an ordinary saving throw vs. Poison; success means he breaks out. He can only make one saving throw attempt per turn.

The somnastis plant is carnivorous. It waits until its prey is lulled to sleep by its odor, and then opens the bud of its flower. Inside are tough tendrils which can reach up to 30′; they gently grasp the prey and lower it into the flower bud. After that, the prey takes damage at the rate of 1d3 per round . . . but the damage is completely painless, anaesthetic, and a sleeping victim will feel nothing.

When a potential victim comes within 30′ of one of these plants, he will smell its bewitching, flowery fragrance. At that time, roll 1d6. The result is the number of turns before the aroma gets to him. When the rolled number of turns is past, he must make a saving throw vs. Poisons or fall asleep. If he falls asleep, he will not awaken for an hour. If he makes his saving throw, the plant's smell cannot again affect him until he goes out of its range and returns to smell it again.



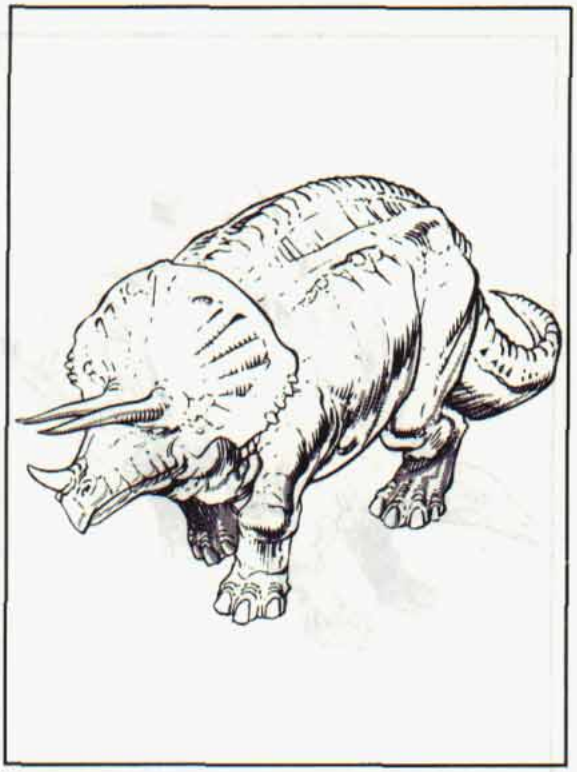
Stegosaurus

Armor Class:	6
Hit Dice:	12
Hit Points:	60
Move:	90′ (30′)
Attacks:	1 tail
Damage:	4-32
Number Appearing:	1-4
Terrain:	Forest and Jungle, Plain
Save As:	F6
Morale:	10
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	9
XP Value:	1,100

This is a heavily-armored species of herbivorous dinosaur. The stegosaurus walks low against the ground on four legs; it has two sets of leaf-shaped or diamond-shaped armor plates running down its spine from its neck to its tail.

The stegosaurus spikes with its fearsome tail, which ends in a set of from four to eight upward-pointing spikes; it swings that tail like a club and can damage the largest carnosaurs with it.

The stegosaurus is about 25′ long and weighs four tons.



Triceratops

Armor Class:	4
Hit Dice:	20
Hit Points:	90
Move:	90′ (30′)
Attacks:	3 horns
Damage:	1-8/2-16/2-16
Number Appearing:	1-6
Terrain:	Forest and Jungle, Plain
Save As:	F10
Morale:	9
Treasure Type:	Nil
Alignment:	Alignment
THAC0:	6
XP Value:	2,000

This is an armored herbivorous dinosaur. It's about 30′ long and weighs 10-12 tons. A collar-like armor plate grows from its head to protect its neck, and its weapons include a short horn growing from its snout and two long horns growing above its eyes. It is heavily armored and a single triceratops is a match for all but the largest of carnosaurs.

Tyrannosaurus Rex

Armor Class:	3
Hit Dice:	20
Hit Points:	90
Move:	120′ (40′)
Attacks:	1 bite
Damage:	6-36
Number Appearing:	1-2
Terrain:	Forest and Jungle, Plain
Save As:	F10
Morale:	11
Treasure Type:	V x 3
Alignment:	Neutral
THAC0:	6
XP Value:	2,000

The "tyrant lizard" is the largest carnivorous dinosaur of the Hollow World. It's at least 40′ long (and can be longer), weighing in at 8 tons; when standing, it is about 18′ high.

The tyrannosaurus walks on its hind legs, with its heavy tail held out behind as a counterbalance. Its forelimbs are small, bearing two claws each, but are next to useless in combat. However, its mighty jaws, bearing teeth up to 6″ long, more than make up for that deficit.

When moving, the tyrannosaurus walks almost horizontal with the ground, not as upright as the allosaurus. It is more heavily-armored and can bite harder than the allosaurus, but moves considerably more slowly than that dinosaur.

Viper, Flying

Armor Class:	6
Hit Dice:	2**
Hit Points:	8
Move:	60′ (20′)
Flying:	300′ (100′)
Attacks:	1 bite or 1 spit
Damage:	1d6 or 1d4; save vs. Poison for half damage
Number Appearing:	1-3
Terrain:	Forest and Jungle, especially in the area of the Azcans
Save As:	F1
Morale:	10
Treasure Type:	Nil
Alignment:	Chaotic
THAC0:	16 (18 when spitting)
XP Value:	30

This beast is a creation of Atzanteotl. It is a joke at the expense of Kalaktatla, the Amber Serpent Immortal, one of whose forms is a winged, feathered snake; it is rumored by the Azca that there was once a different, more admirable species of flying snake, but that they have become extinct.

The flying vipers are winged, black-feathered poisonous snakes which inhabit the forests and jungles of Azcan lands but do not range much beyond them. They are not very common, but can be very dangerous.

They fly swiftly and very nimbly among the branches of the forest. Their bite is not instantly fatal for most, but can instantly kill children and the weak. (A saving throw vs. Poison results in the victim taking half damage.) However, they can also spit their venom up to 30′ for slightly less damage.

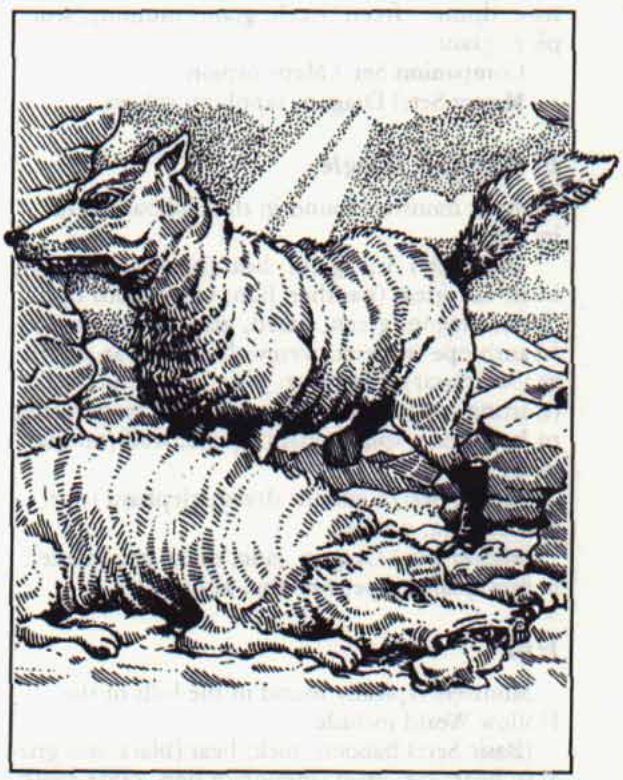
They live mostly on the birds of the forest, but are aggressive and resent intruders . . . such as anyone walking into their secluded forest areas.

Wolves, Arctic

Armor Class:	6
Hit Dice:	6
Hit Points:	20
Move:	150′ (50′)
Attacks:	1 bite
Damage:	1-10
Number Appearing:	2-8
Terrain:	Arctic
Save As:	F3
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
THAC0:	14
XP Value:	275

These great wolves, distantly related to dire wolves, are huge animals with pure-white coats. They run in packs just like lesser wolves. They are large enough to serve as riding-beasts (they can carry 2000 cn at full speed, up to 300 cn at half-speed), but they cannot be trained with normal animal-training skills; a character must have the Animal Empathy general skill with wolves in order to befriend an arctic wolf.

They feed primarily on the giant reindeer, though they will fall upon and bring down a human they catch out in the open.



Other Monsters

Many monsters previously published in D&D® game products also appear in the Hollow World. In the lists below, they're all arranged by *terrain*.

Arctic

The arctic and subarctic climates are too cold for any of the Hollow World's dinosaurs to survive. However, many mammals and other species can survive in these cold lands.

Monsters which you can use in arctic encounters include:

(**Basic Set**:) Ape, white; bear, polar; dragon, white; dragon, gold; lycanthrope, werewolf; lycanthrope, werebear; wolf, dire.

(**Expert Set**:) Giant, frost.

(**Companion Set**:) Snow ape.

(**Master Set**:) Dragon, crystal; lycanthrope, werefox; lycanthrope, wereseal.

Desert

Desert monsters found in the Hollow World include:

(**Basic Set**:) Dragon, blue; lizard, giant (all varieties); lizard man (desert species, cannot breathe water).

(**Expert Set**:) Basilisk; camel; chimera; cockatrice; djinni; efreeti; leech, giant; mummy; scorpion, giant.

(**Companion Set**:) Manscorpion.

(**Master Set**:) Dragon, sapphire; sphinx.

Forest and Jungle

Forest monsters found in the Hollow World include:

(**Basic Set**:) Ant, giant; bear (black and grizzly); boar; cat, great (panther, lion, sabre-tooth tiger, tiger); dragon, green; lizard, giant (chameleon); lycanthrope (wererat, werewolf, wereboar, weretiger, werebear); minotaur; pixie; rat, giant; snake (spitting cobra, giant racer, pit viper, giant rattler, rock python); spider, giant; sprite; wolf (normal wolf).

(**Expert Set**:) Centaur; dryad; elephant (normal); hydra; unicorn.

(**Master Set**:) Dragon, jade; drake (woodrake); faerie; lycanthrope, werefox; sasquatch.

Hill

Monsters typically found in the hills of the Hollow World include:

(**Basic Set**:) Baboon, rock; bear (black and grizzly); boar; cat, great (mountain lion, sabre-tooth tiger); dragon, red; gargoyle; harpy; lycanthrope (wereboar, werebear); neanderthal.

(**Expert Set**:) Centaur; chimera; cyclops; giant (hill, stone, cloud, storm); griffon; hippogriff; pegasus; troll.

(**Companion Set**:) Gargantua (gargoyle and troll).

(**Master Set**:) Dragon, ruby.

Mountain

Monsters found in the Hollow World's mountains include:

(**Basic Set**:) Ape, white; bear, grizzly; cat, great (mountain lion, sabre-tooth tiger); dragon, red; dragon, white; gargoyle; harpy; troglodyte; wolf (normal and dire).

(**Expert Set**:) Centaur; chimera; cyclops; giant (hill, stone, frost, cloud, storm); griffon; hippogriff; pegasus; rock (all sizes); unicorn.

(**Companion Set**:) Gargantua (gargoyle); snow ape.

(**Master Set**:) Dragon (crystal and ruby); drake (colddrake); sasquatch.

Ocean

Water-going monsters found in the Hollow World include:

(**Basic Set**:) Lizard man (sea-dwelling variant).

(**Expert Set**:) Crab, giant; fish, giant (all varieties); men (buccaneer and pirate); merman; nixie; termite, water (salt water).

(**Companion Set**:) Dolphin; dragon turtle; manta ray (normal and giant); shark (bull, great white, or mako); whales (all varieties).

(**Master Set**:) Devilfish; hag (sea); lycanthrope (wereseal).

Plain

Plains animals and monsters found in the Hollow World include:

(**Basic Set**:) Beetle, giant; cat, great (lion); dragon, blue; locust, giant.

(**Expert Set**:) Animal herd; centaur; elephant (normal); pegasus.

(**Companion Set**:) Grab grass.

(**Master Set**:) Dragon, sapphire.

Swamp

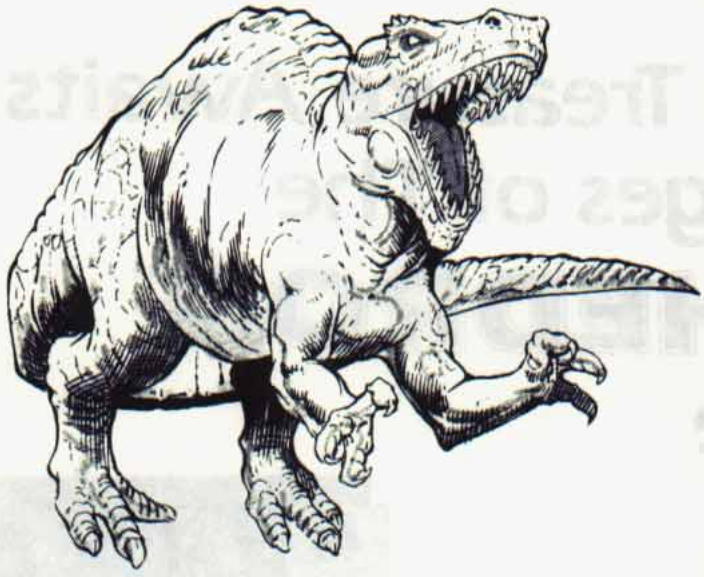
Swamp-dwelling monsters found in the Hollow World include:

(**Basic Set**:) Dragon, black; lizard man; lycanthrope (wererat).

(**Expert Set**:) Crocodile (normal and large); hydra; insect swarm; leech, giant; termite, water (swamp).

(**Companion Set**:) Weasel, giant.

(**Master Set**:) Dragon, onyx; sasquatch.

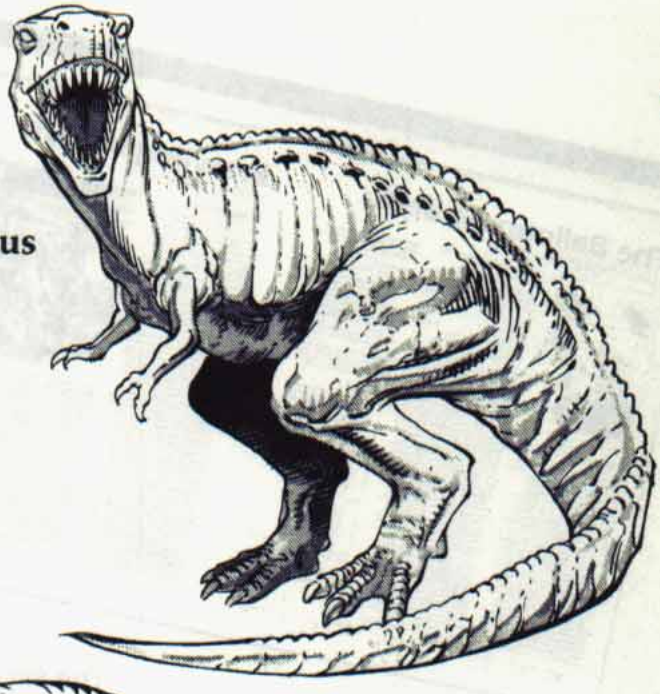


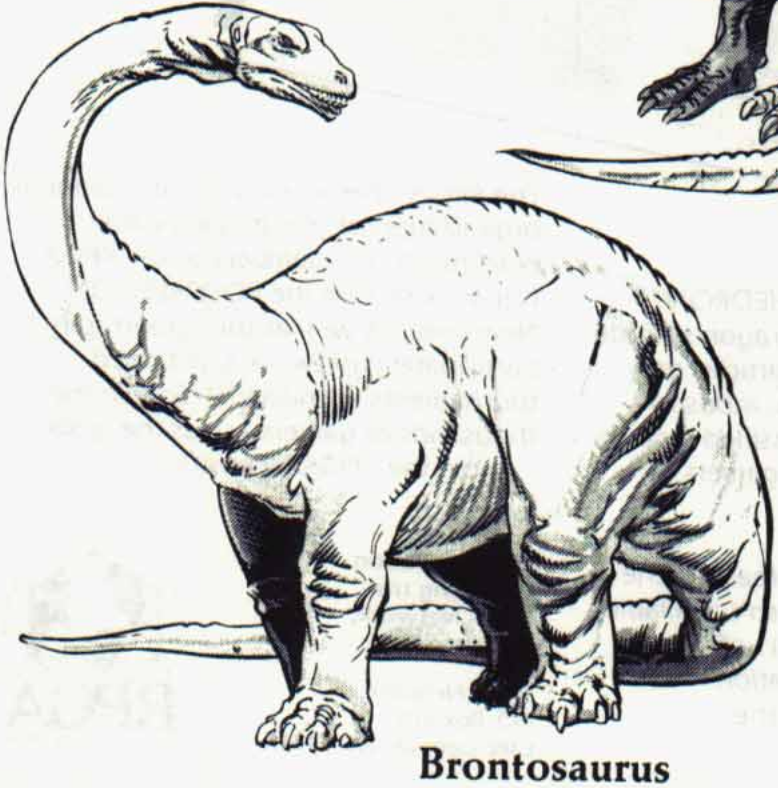
Megalosaurus



Styracosaurus

Tyrannosaurus
Rex



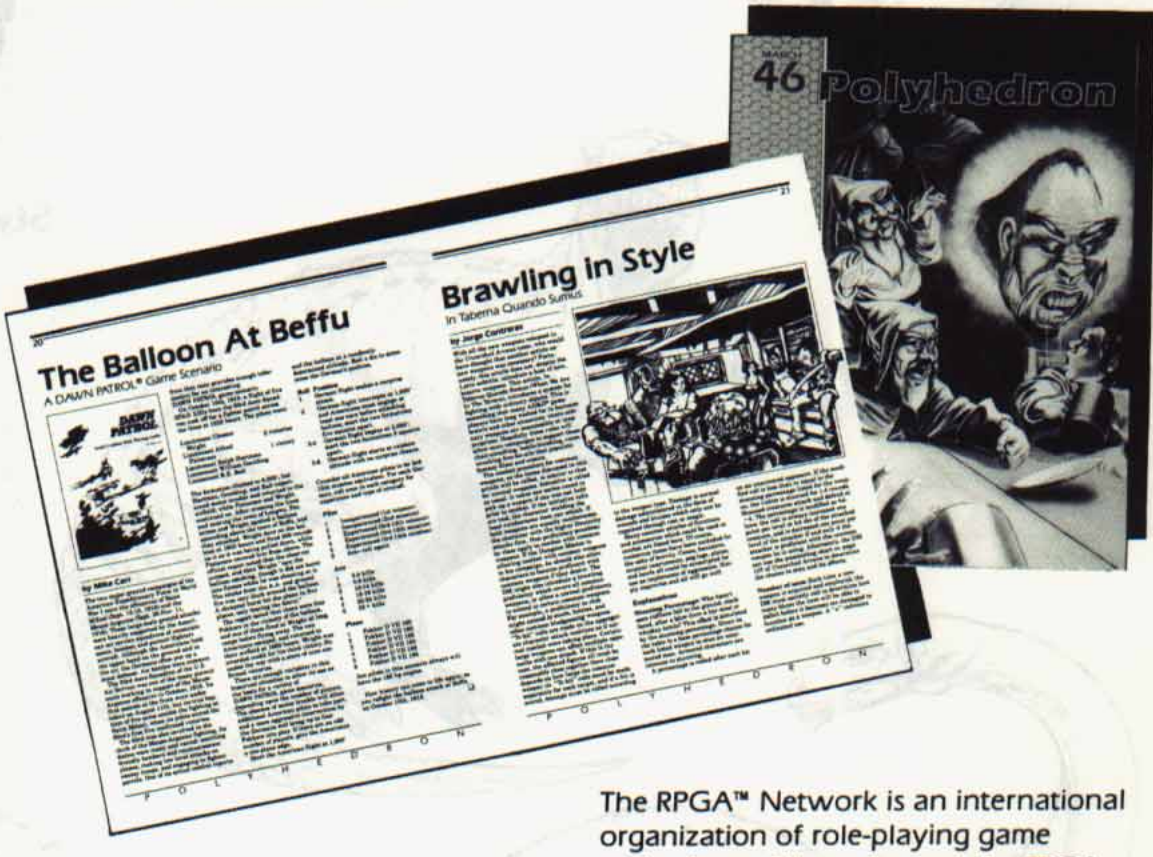


Brontosaurus



Megalotherium

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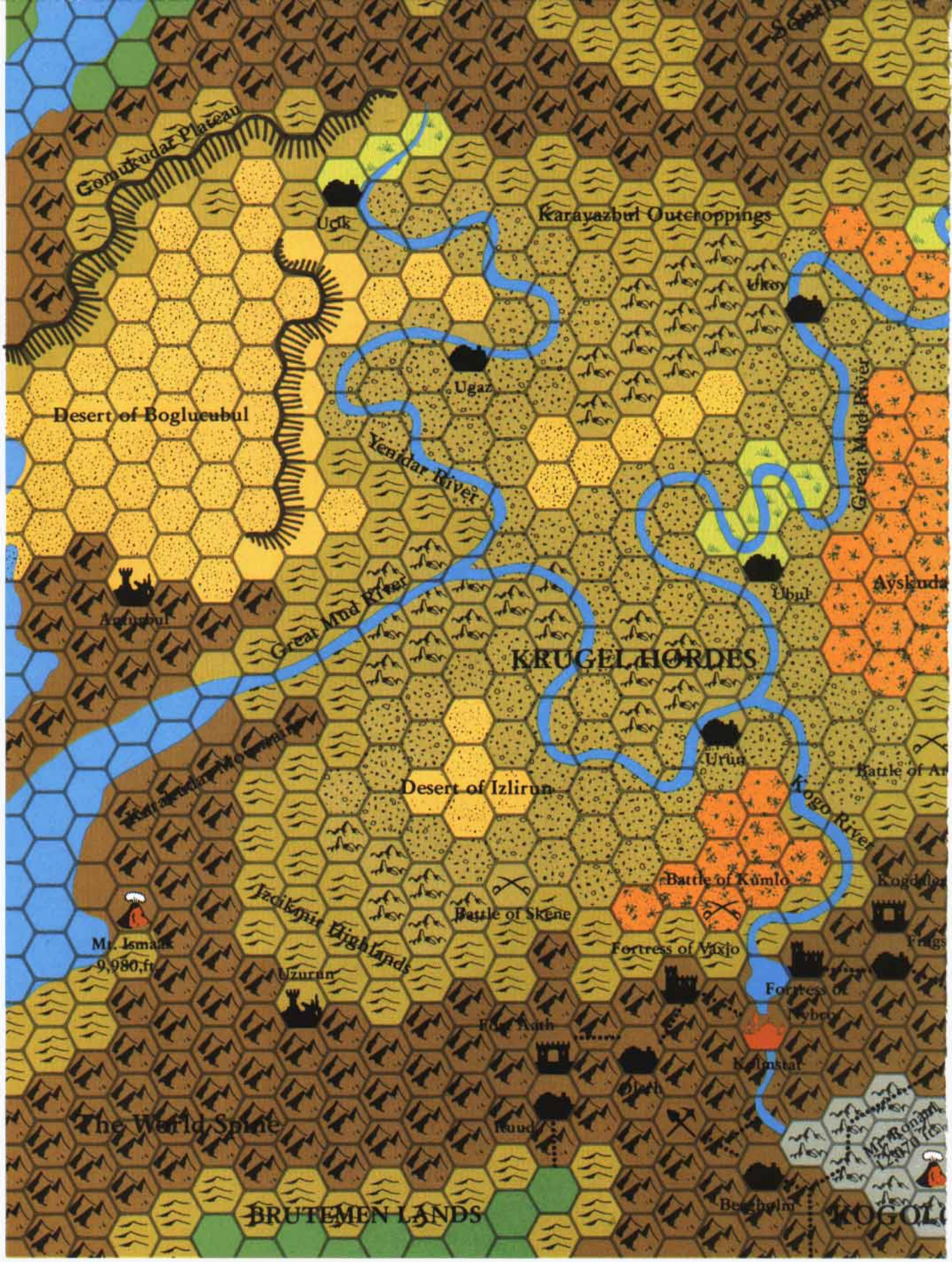


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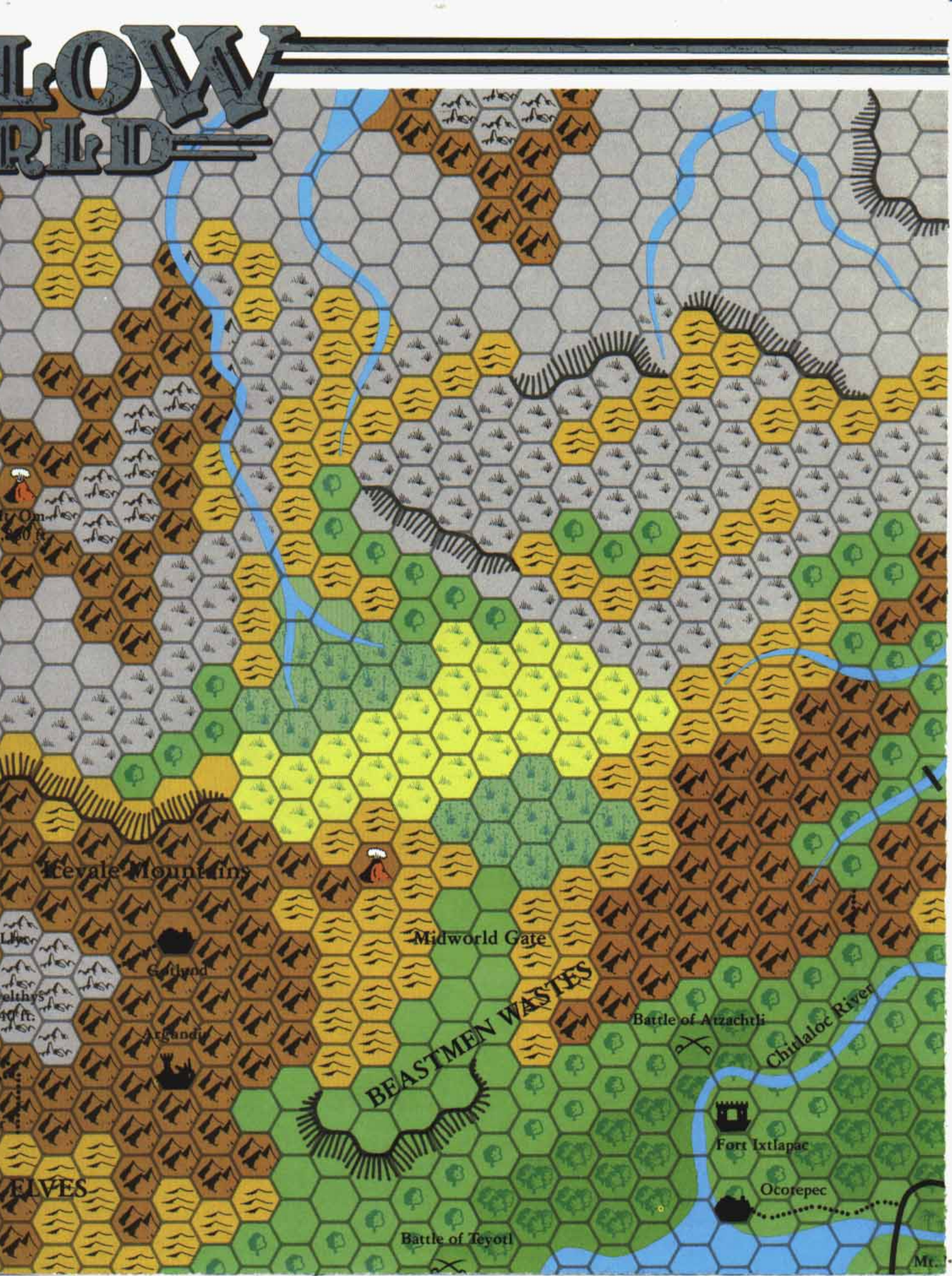
1054XXX1403


NORTHERN ICIRIA
OSTZEE
ANTALIAN WASTES
Krakaj
Olgyerth
Wilnja
Vogjul
Zvorunjar
River Eyn


Gomukudar Plateau
Uçik
Karayazbul Outcroppings
Ukoy
Ugaz
Desert of Boglucubul
Yenidar River
Great Mud River
Ubul
Ayskuda
Great Mud River
KRUGEL HORDES
Urun
Battle of Ar
Desert of Izlirun
Kogo River
Battle of Kümlo
Battle of Skene
Fortress of Vaxjo
Mt. Ismail
9,980 ft.
Uzuran
Fortress of
Nybro
Kalmstat
Olath
Ikuud
The World Spine
BRUTEMEN LANDS
Bergholm
KOGOL


Bay of Gam
BEASTMEN WASTES
Mt. Harddg
7,520 ft.
Frost Giants
Kulea
Battle of Aiba
Peaks
Gorge
Wag


NEATHAR LANDS
(Toralai)
Battle of Izburun
Toralai River
NEATHAR LANDS
(Valgrai)
Wastelands
Mt. Yascular
Great Mud River
Bitac
Battle of Ajomi
Hunacpir
Manac
Chamoxtli
OLTEC HILLS
Serpent Fangs

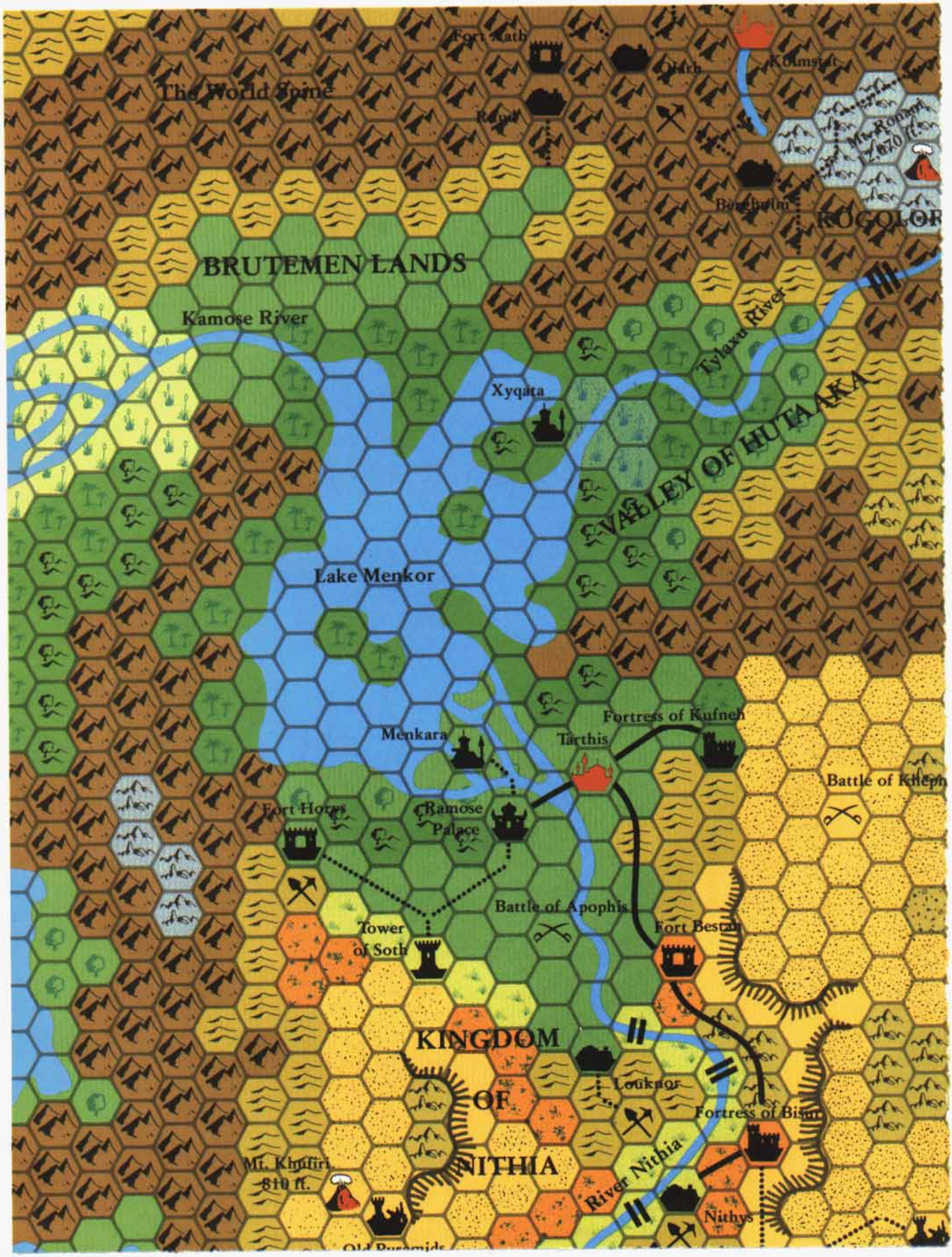

Midworld Gate
BEASTMEN WASTES
Battle of Atzachtli
Chitlaloc River
Fort Ixtlapac
Ocorepec
Battle of Teyotl
ELVES

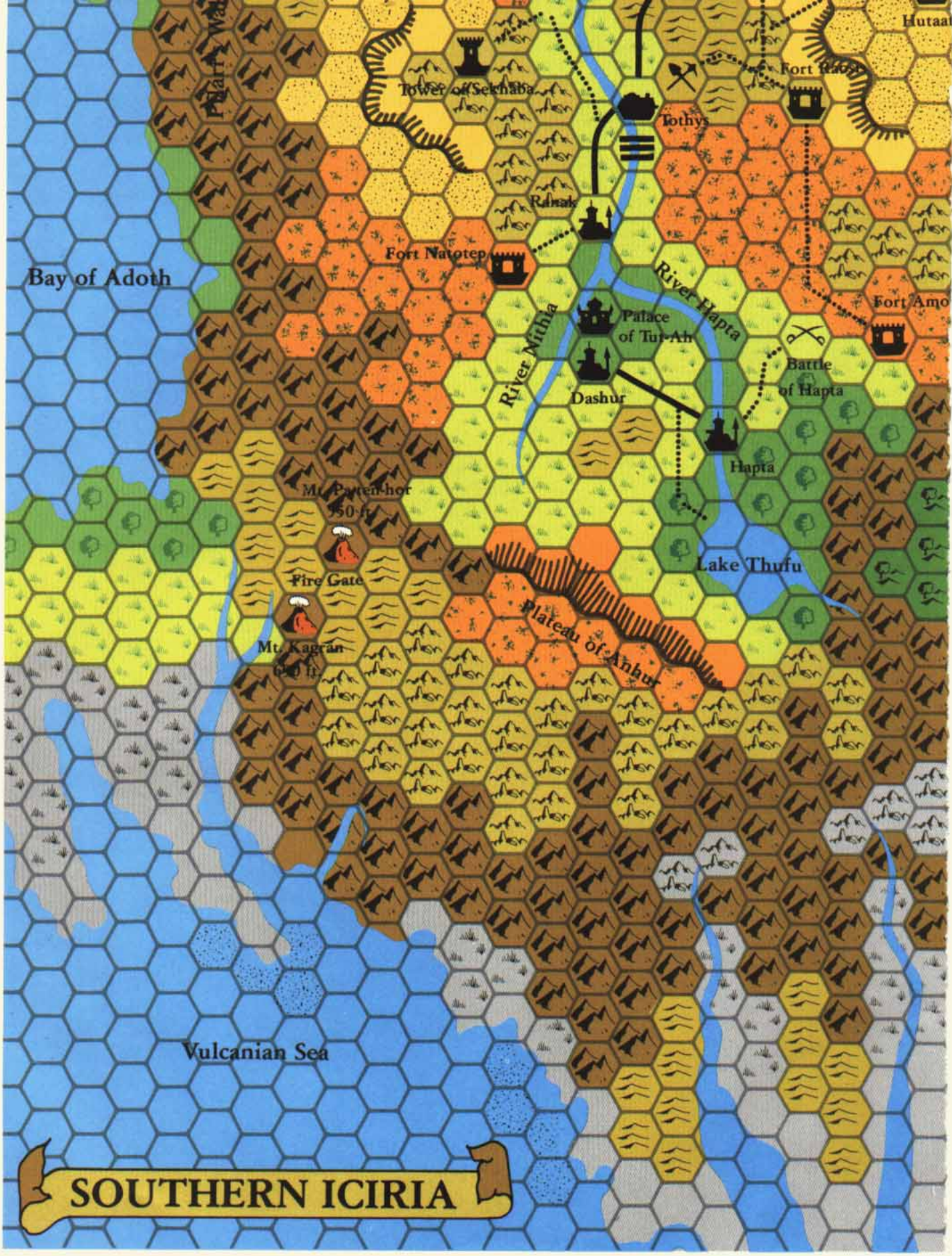

Fort Teyotl
Inxi
Chitlacan
Lake Chitlaloc
Huitlaktima
Atacoatli
Fort Zitapan
Coatepec
Teotihuatli
Huachit
Gentle Folk
Yuzihuapac
Taxutlan
AZCAN EMPIRE
Battle of Tihuantepec
Mt. Xalaktatla 5,650 ft.
Lake Tolai
Battle of Tixtla
Xotitlan
Fort Hueca
Tolai River
Malpheggi Swamps
Tenpocatlioc
Snake River
Battle of Huixtla
Ximac Fort
Bal River
Battle of Woodyviel
Axateotl
Battle of Yaemun
Battle of Ploiec
Fort Myridas
Battle of Tuxmal
Mt. Xalpac 3,669 ft.
Fort Ploiec
Fort Landroel
Takal
Phoridiel
Isarthy
Tyradeal
Qeradyth
CAVERNS


GULF OF MUR
Xichu Fort
Tlapac River
Bay of
Tlapac
Titlapoca
Netzacoatl
Fort Itzca
Hualcoyotl

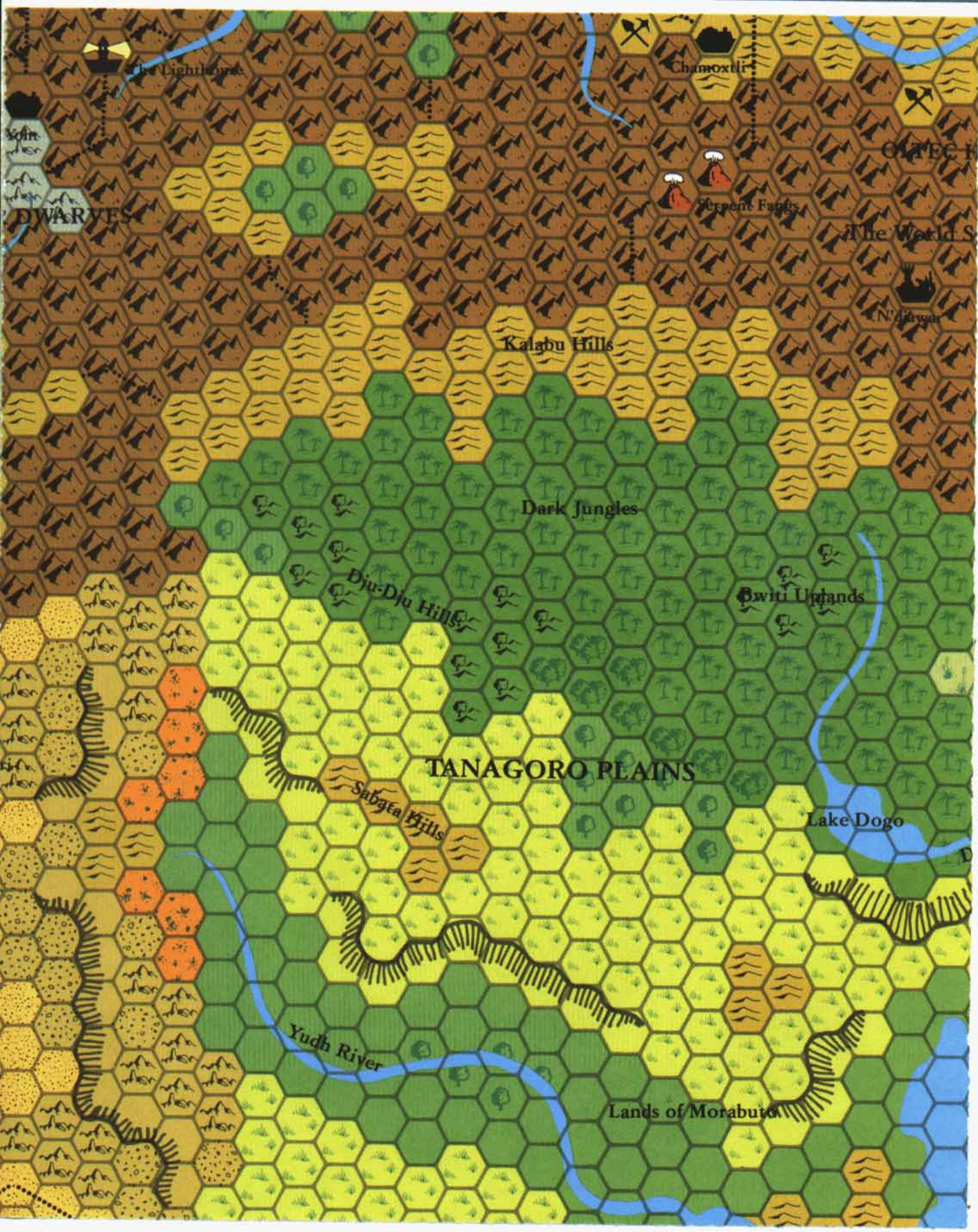


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The World Spine
Fort Kath
Kolmstat
Mt. Rommi
12,870 ft.
Bonghelm
ROGOLOR
BRUTEMEN LANDS
Kamose River
Tylaxu River
Xyqata
VALLEY OF HUTAAKA
Lake Menkor
Fortress of Kufneh
Menkara
Tarthis
Battle of Kilepn
Fort Horus
Kamose Palace
Battle of Apophis
Tower of Soth
Fort Besm
KINGDOM OF NITHIA
Loukxor
Fortress of Bism
Mt. Khufiri 810 ft.
River Nithia
Nithys
Old Pyramids

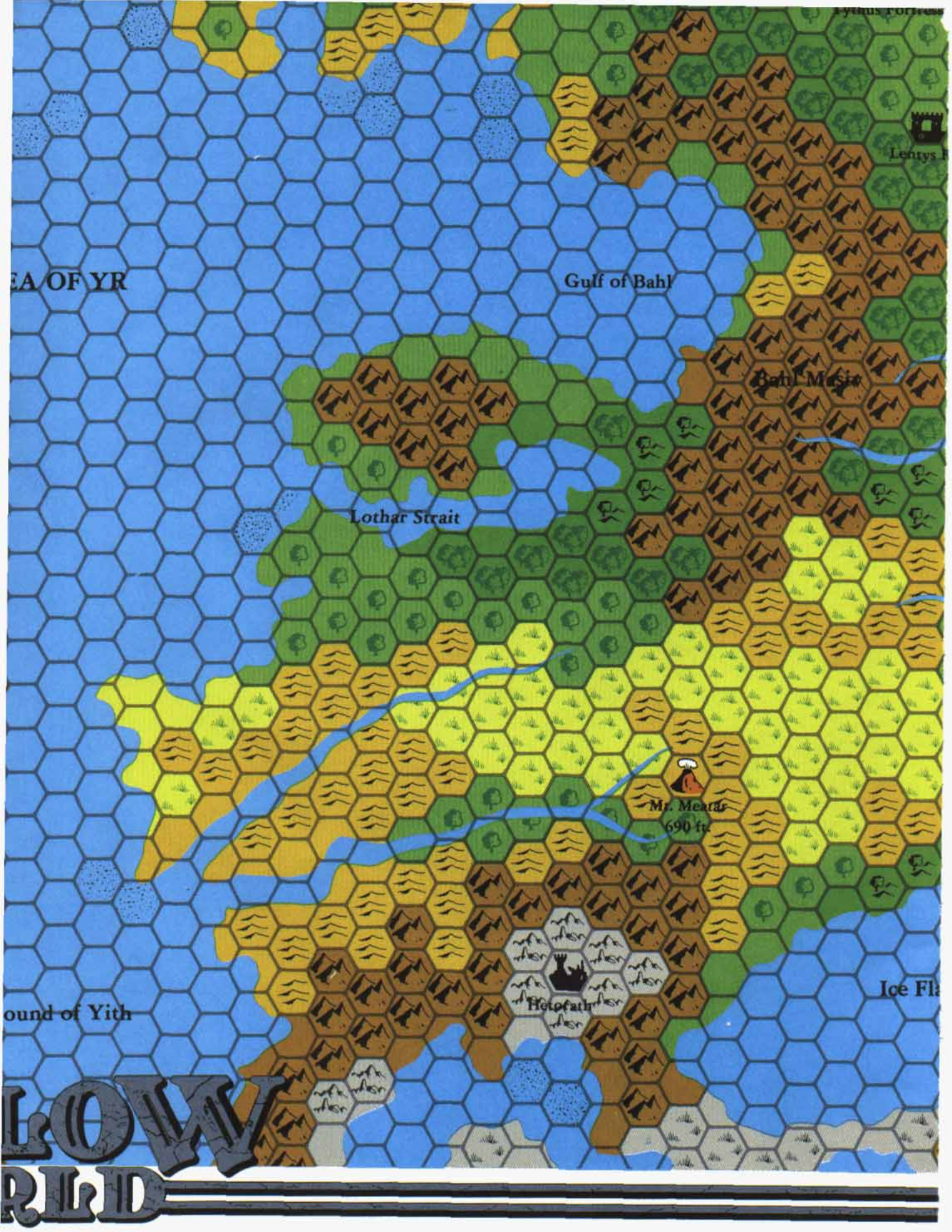


1054XXX0701


The Lighthouse
Chamoxtli
Serpent Fangs
DWARVES
Kalabu Hills
Dark Jungles
Dju-Dju Hills
Bwiti Uplands
TANAGORO PLAINS
Sabgta Hills
Lake Dogo
Yudh River
Lands of Morabuto


Plains of Teuz
JENNITE HOLDINGS
Bay of Laufea
Forest of Qoes
Jennai Sound
Hills of Iwaz
The Great Golden Shield
Mt. Afferix 24,890 ft.
Mt. Dolani
2,310 ft.

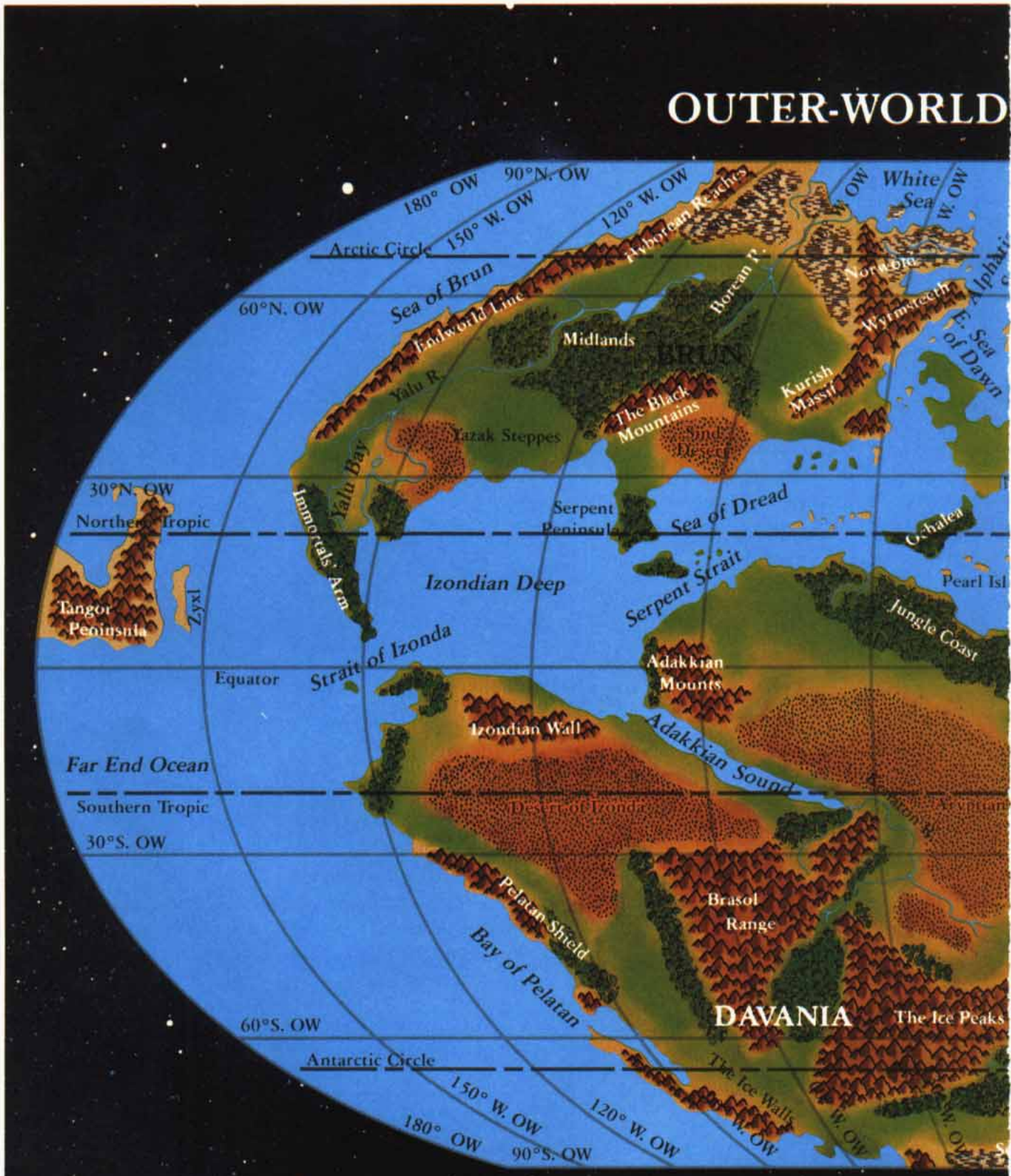

Fort Myrdas
Fort Lamfoel
Battle of Taxmal
Takal
Phoridel
Fort Phoria
Ithartnyl
Qradyth
Tyradeal
SCHATTENAFFEN GAVEONS
Hwedo Highlands
Lake Lakati
Mt. Domogo
11,750 ft.
KUBITT VALLEY
Iwa River
Forest of Lakogo
Toboru River
Mt. Umla 7,540
Iwa Mountain Range
Bakoto Swamps
Yshanta Forest
Dagol River
Thanol Bay


EA OF YR
Gulf of Bahl
Bahl Mesa
Lothar Strait
Mt. Meiras
690 ft.
Hetofath
ound of Yith
Ice Fl
L·O·W
RLD


Gulf of Aztlan
Baraga
Arana
Isle of Baraga
TRALDAR KINGDOMS
Corescos
Mt. Orynassos
14,760 ft.
Floresque
Fort Unyle
Traldar Mountains
Ilion
Battle of Floresque
Mt. Kilethani
10,230 ft.
Four Brothers Battle
Dossalonos
Makai Isl.
Spice Wars Battle
SOUTHERN ATLASS OCEAN
Tynnus
River Silvius
Battle of Corisa
Flavian Fort
Moreus
Gulf of Corisa
MILENIAN
Laxan



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Circumference: 19,448 miles

PLANETARY MAP

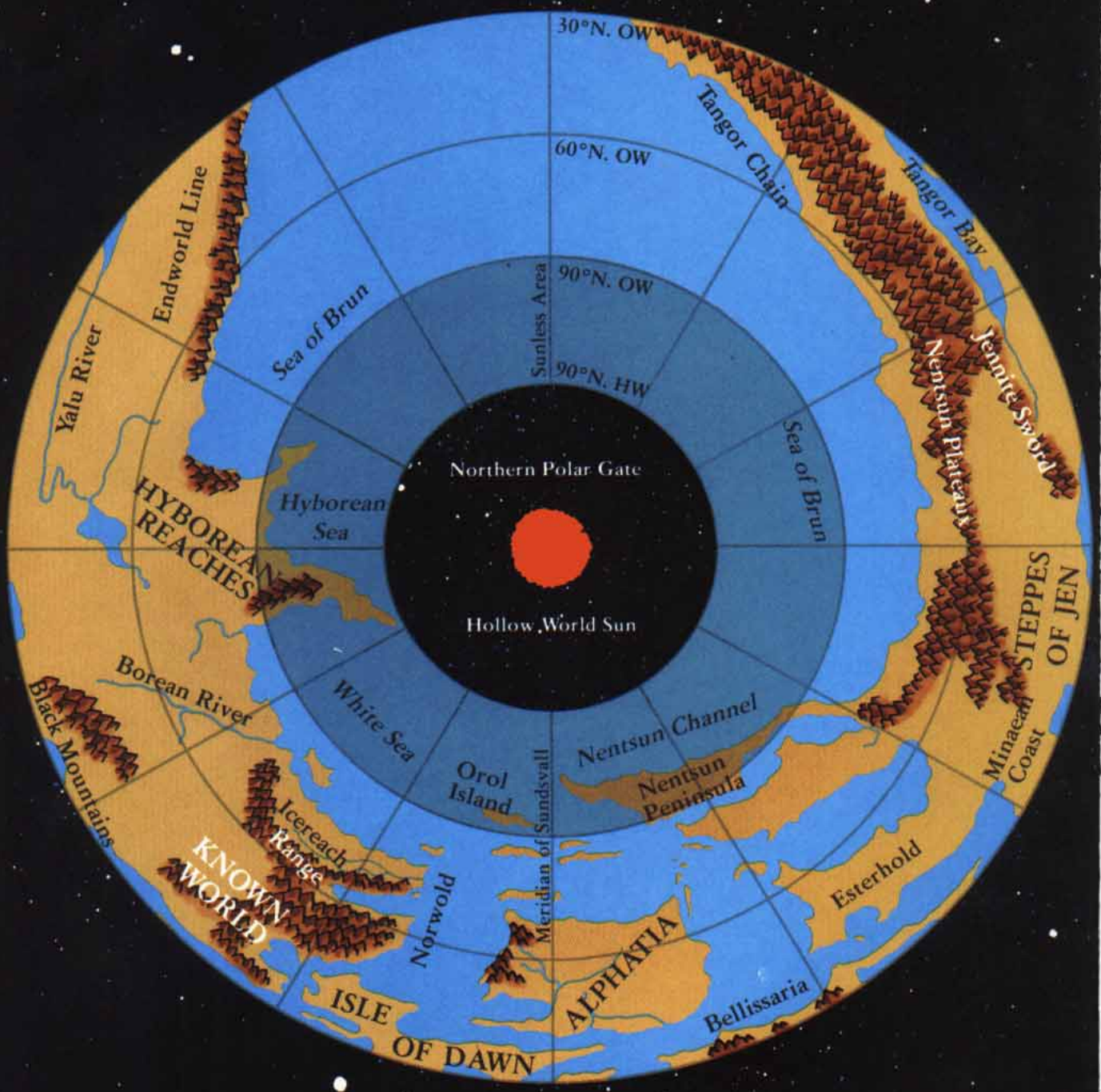


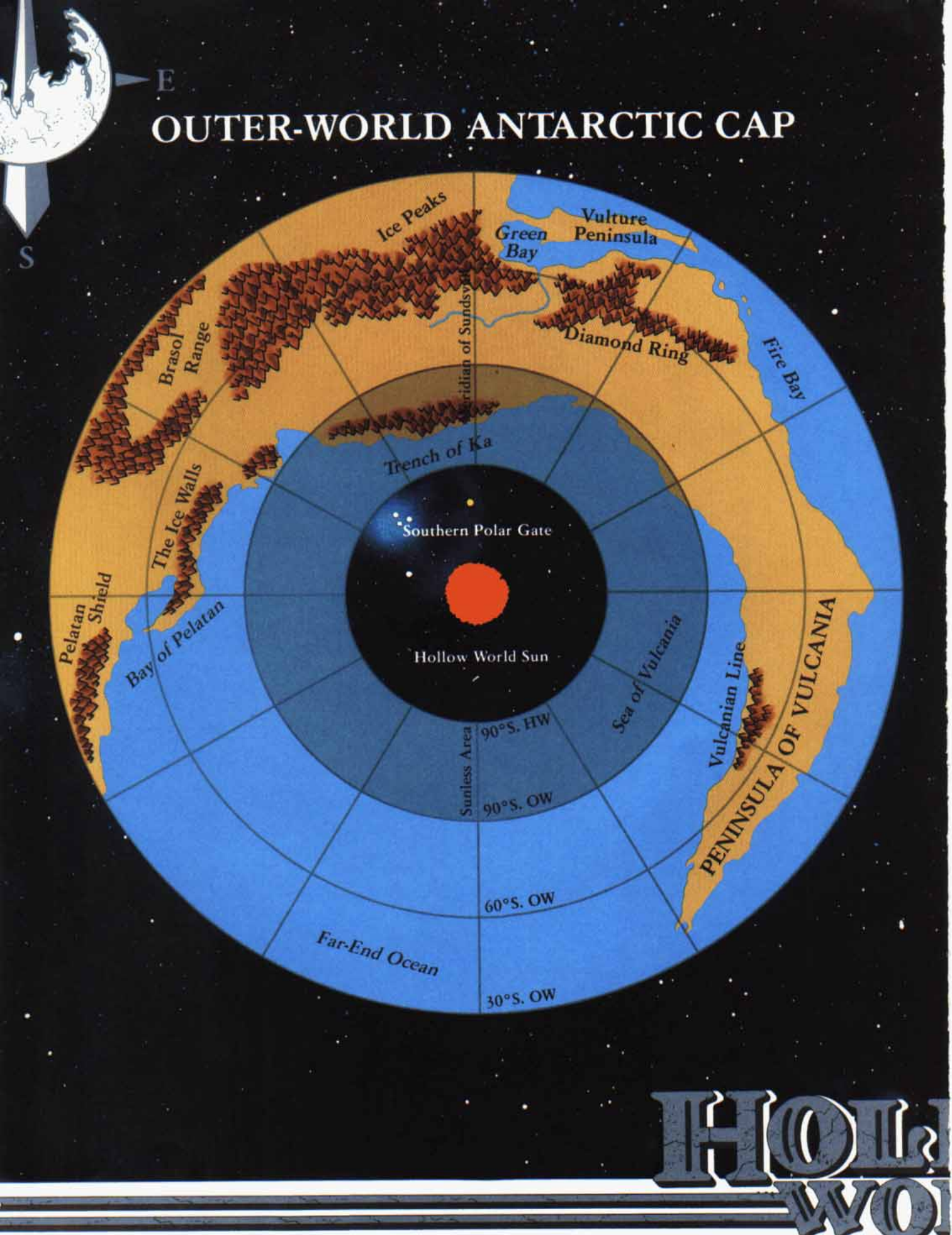
000 AC.)

Scale: one inch equals 1,700 miles

N

OUTER-WORLD ARCTIC CAP




E
S
OUTER-WORLD ANTARCTIC CAP
Ice Peaks
Green Bay
Vulture Peninsula
Brasol Range
Meridian of Sundsvall
Diamond Ring
Fire Bay
Trench of Ka
The Ice Walls
Southern Polar Gate
Pelatan Shield
Bay of Pelatan
Hollow World Sun
Sea of Vulcania
Vulcanian Line
PENINSULA OF VULCANIA
Sunless Area
90°S. HW
90°S. OW
60°S. OW
Far-End Ocean
30°S. OW

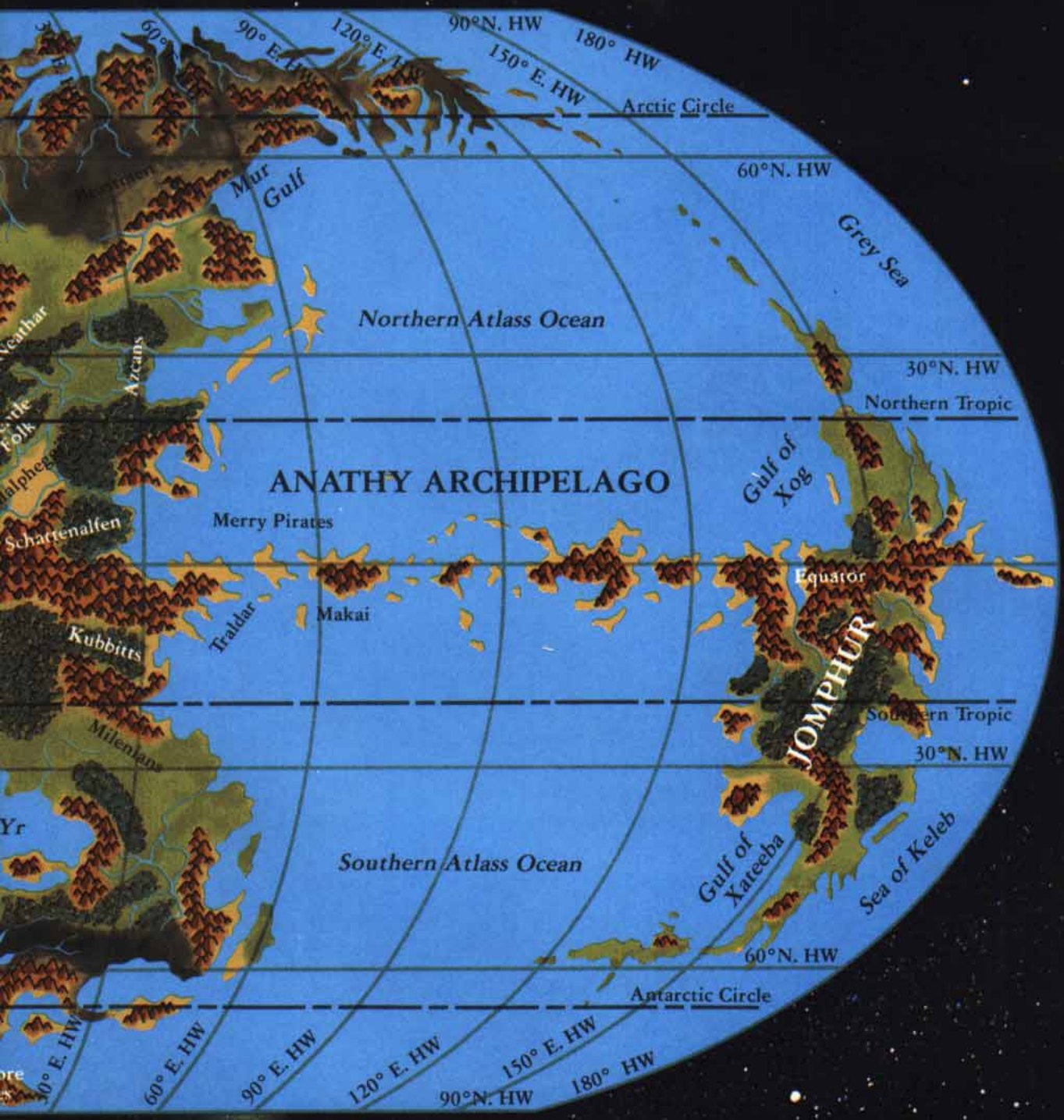
HOLLOW WORLD P



Circumference: 11,908 miles (1,000 A

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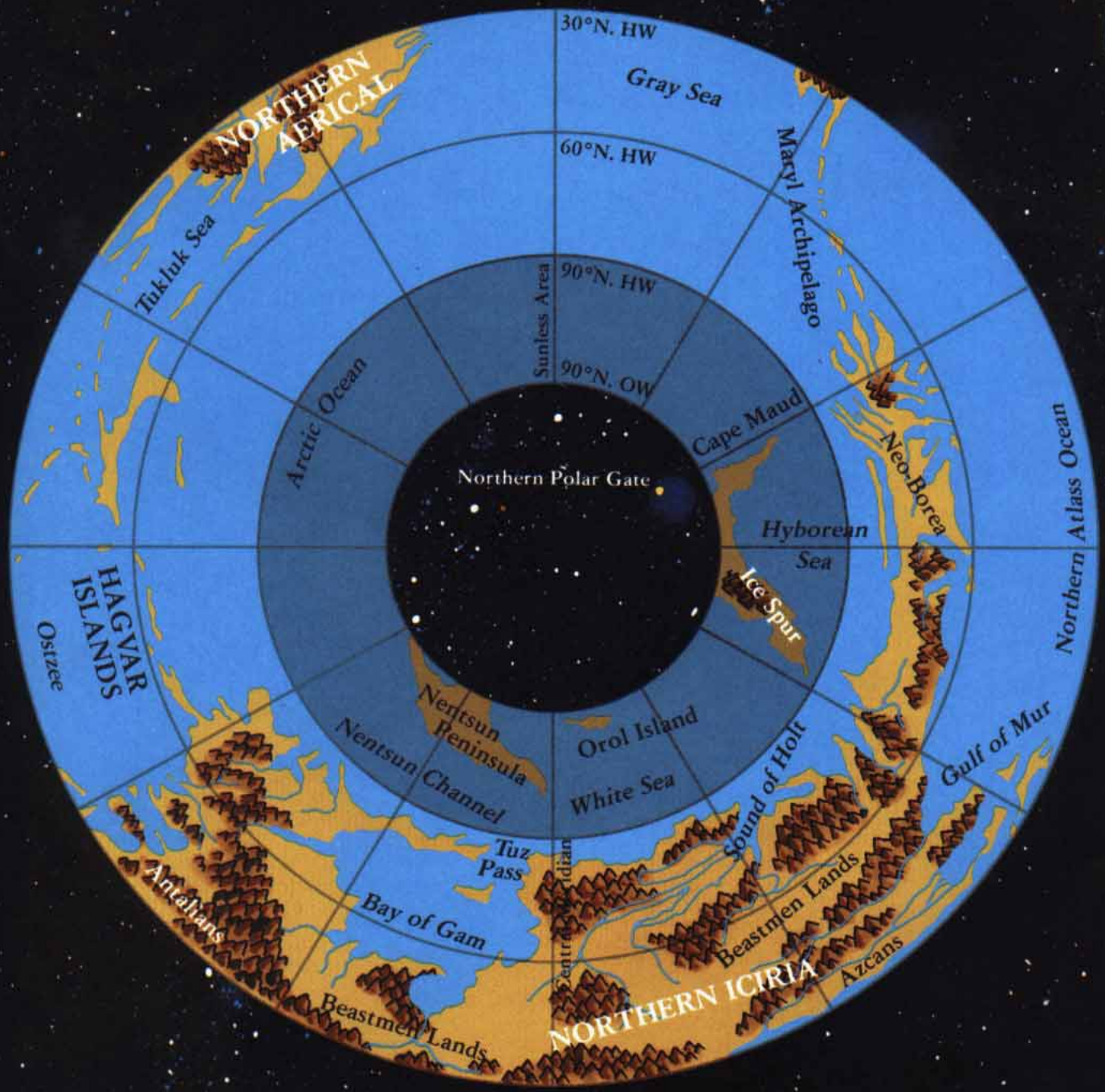
LANETARY MAP



C.)

Scale: one inch equals 756 miles

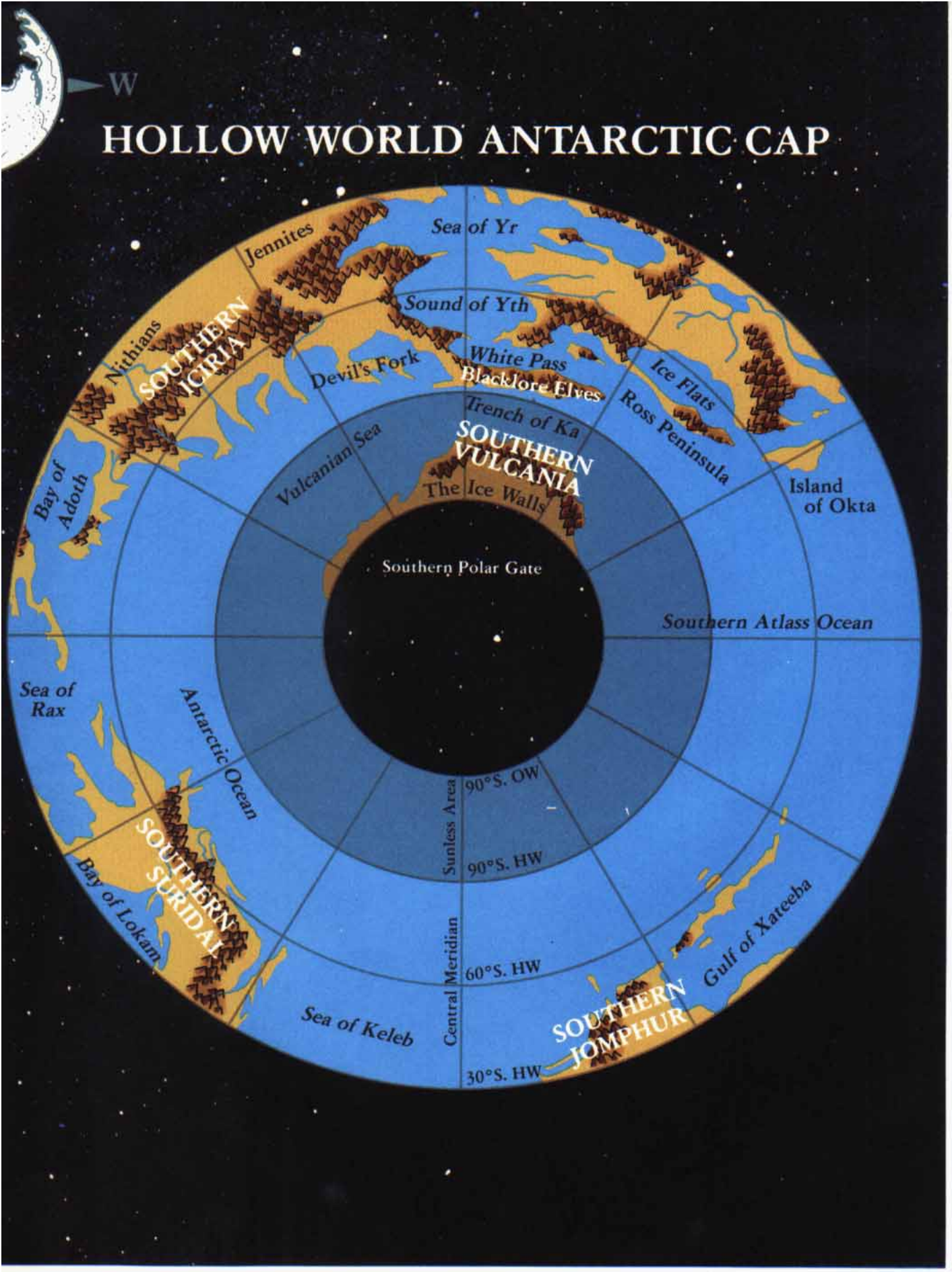
HOLLOW WORLD ARCTIC CAP



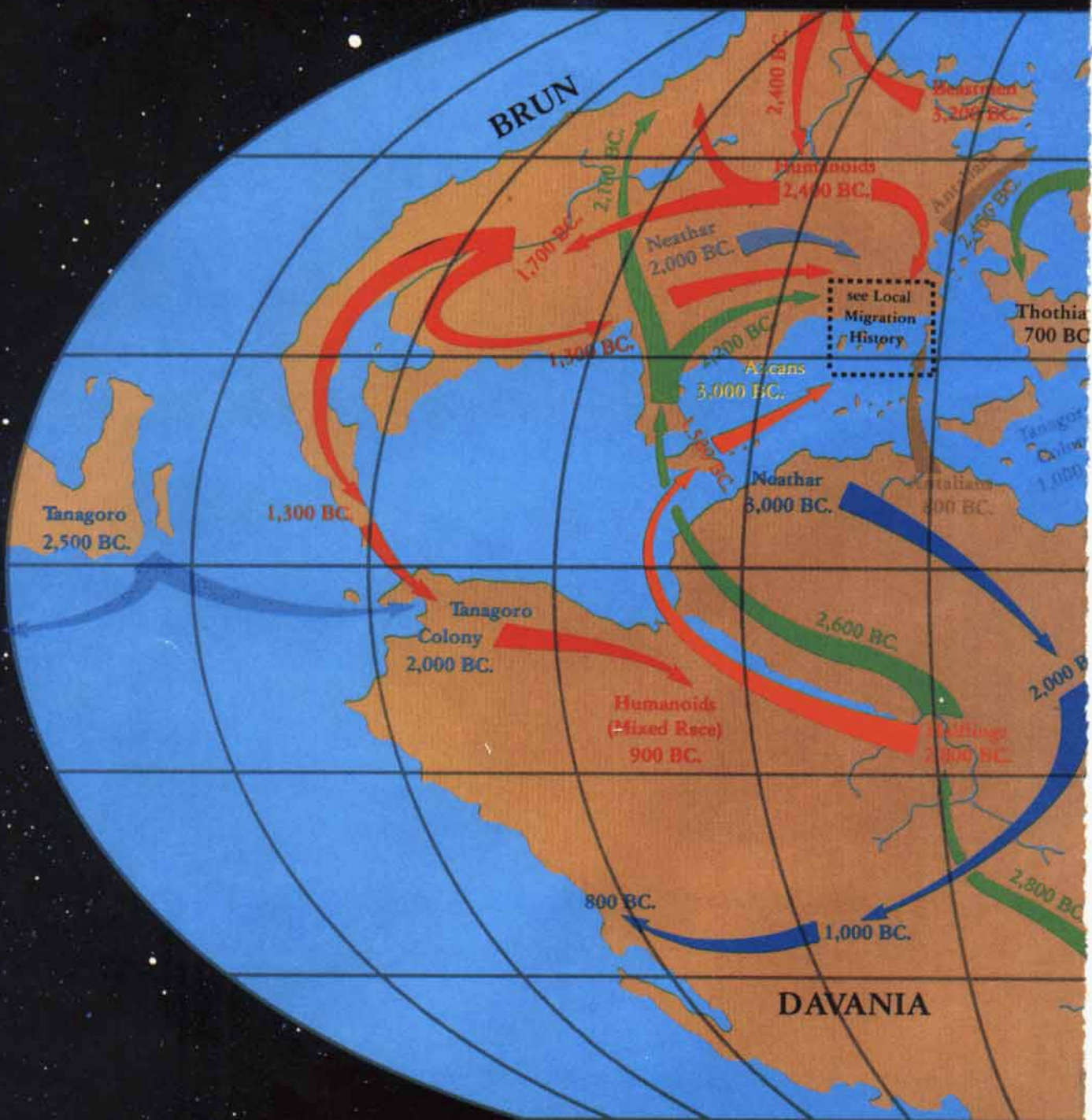
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HOLLOW WORLD

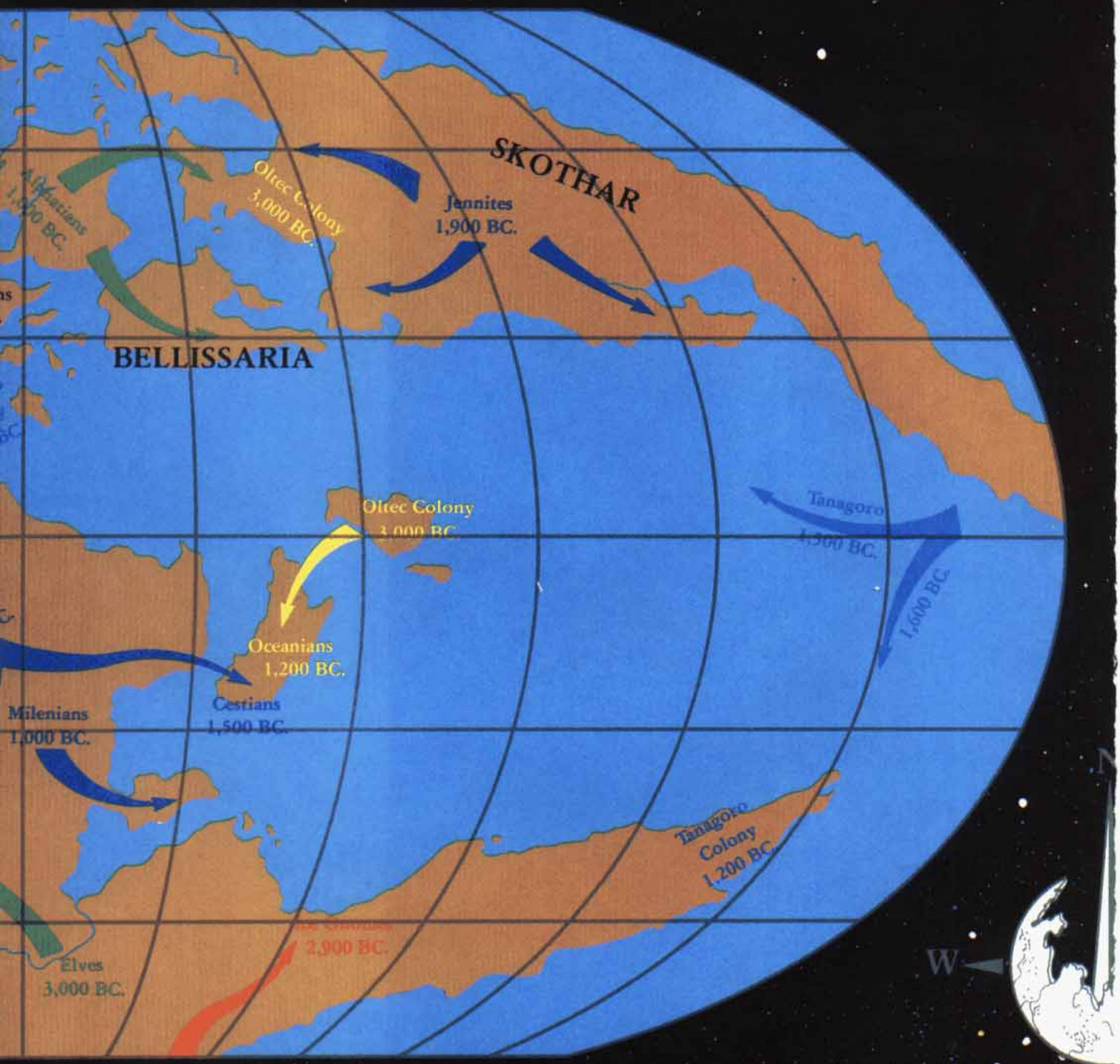

W
HOLLOW WORLD ANTARCTIC CAP
Jennites
Sea of Yr
Sound of Yth
Nithians
SOUTHERN NGRIA
Devil's Fork
White Pass
Blacklore Elves
Ice Flats
Ross Peninsula
Trench of Ka
Vulcanian Sea
SOUTHERN VULCANIA
The Ice Walls
Bay of Adoth
Island of Okta
Southern Polar Gate
Southern Atlass Ocean
Sea of Rax
Antarctic Ocean
Sunless Area
90°S. OW
90°S. HW
SOUTHERN SURIDAT
Bay of Lokam
Central Meridian
60°S. HW
Gulf of Xateeba
Sea of Keleb
SOUTHERN JOMPHUR
30°S. HW

OUTER-WORLD, PO

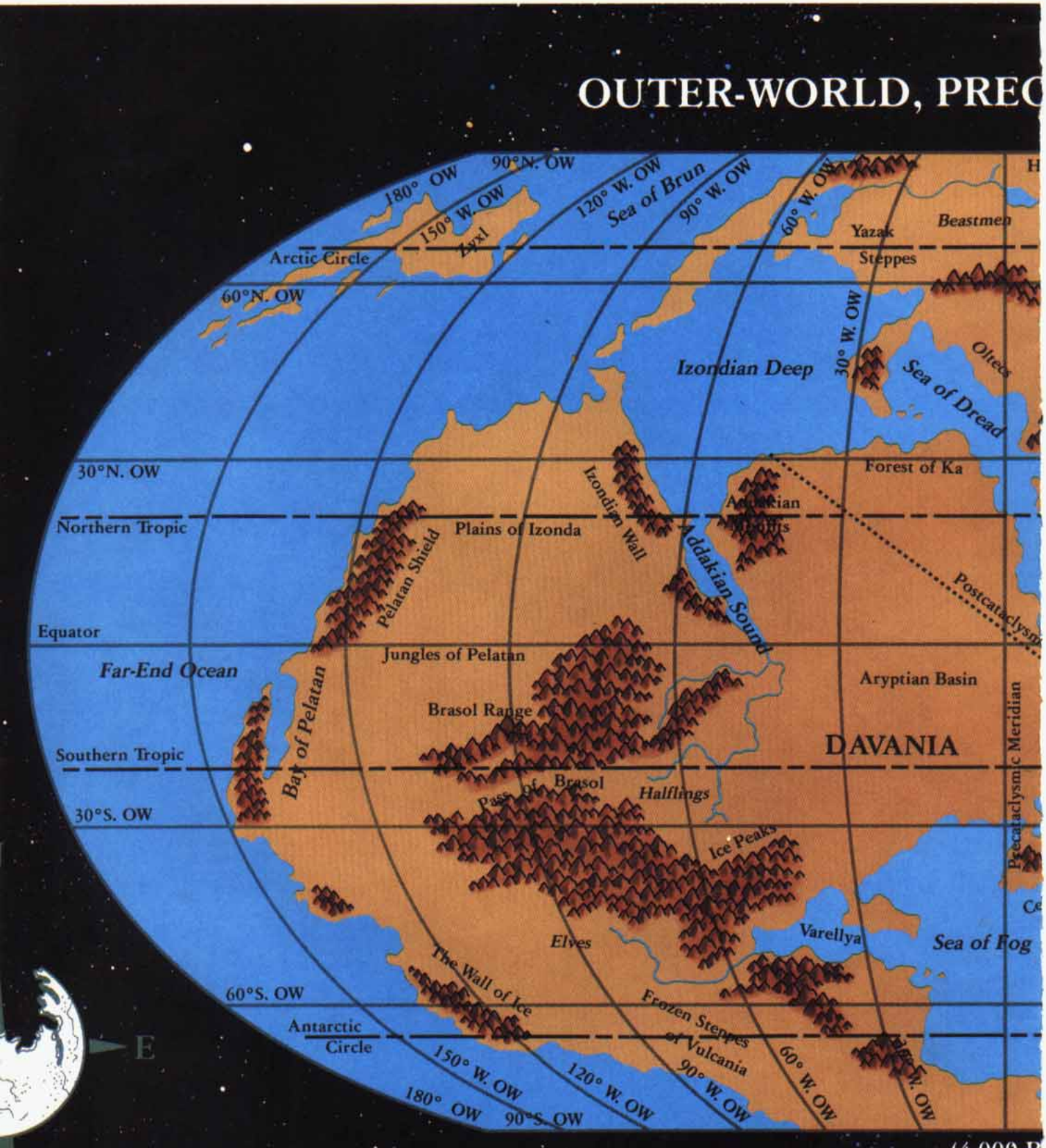


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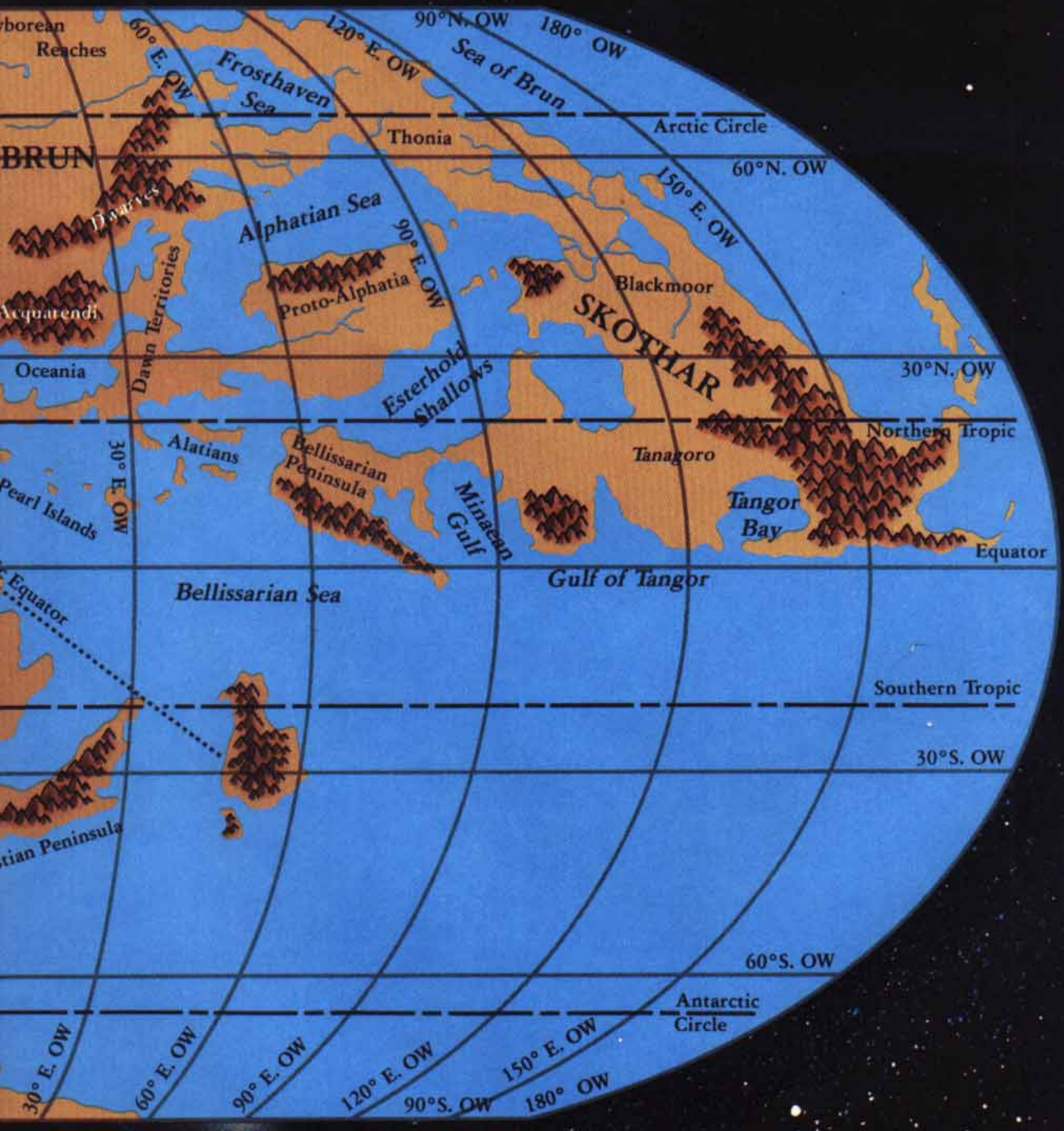
STCATACLYSMIC MAP



—1,000 BC.)

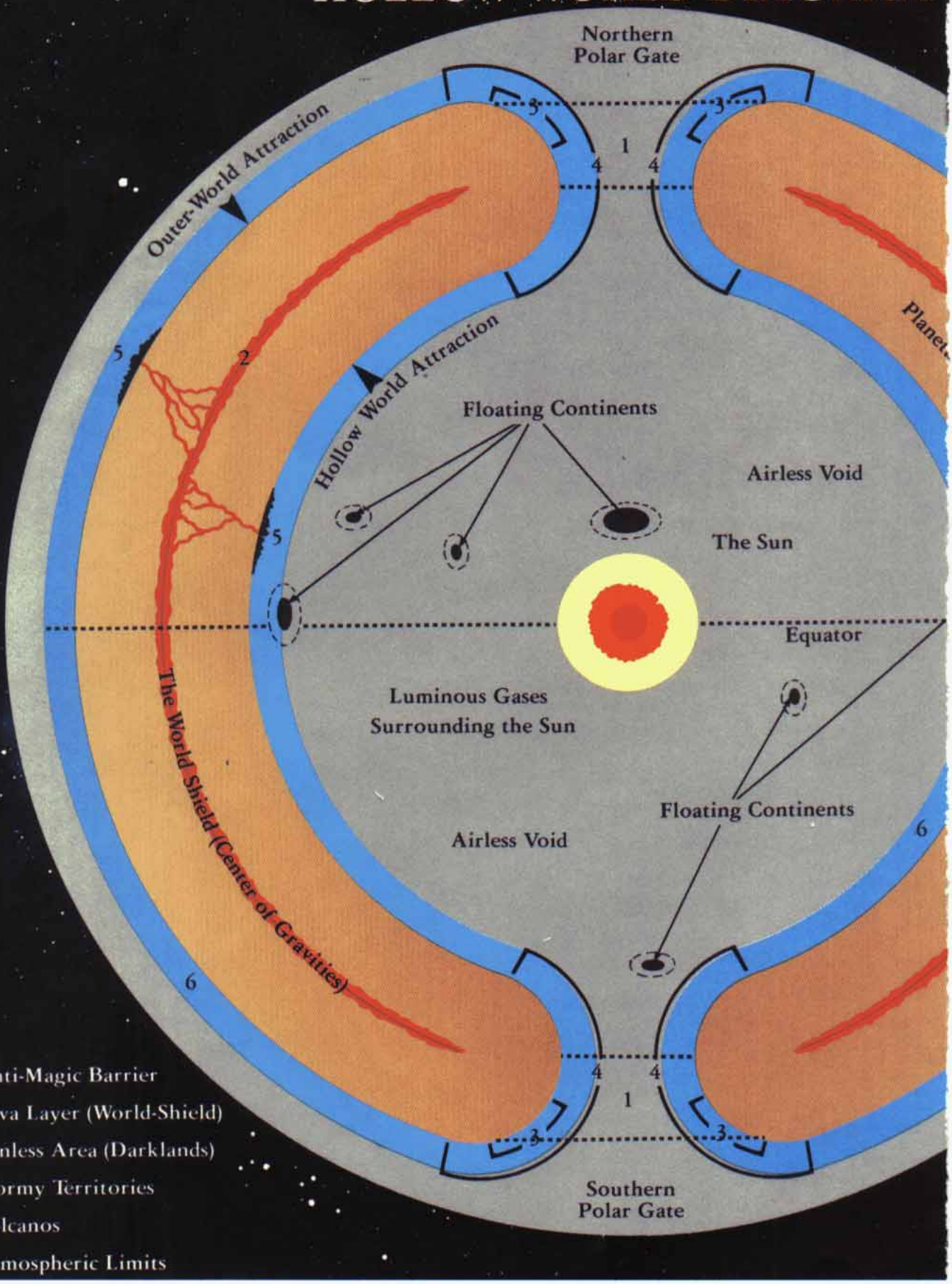

OUTER-WORLD, PREC
180° OW
90°N. OW
150° W. OW
120° W. OW
Sea of Brun
90° W. OW
60° W. OW
Yazak
Steppes
Beastmen
Arctic Circle
60°N. OW
30° W. OW
Izondian Deep
Oltecs
Sea of Dread
30°N. OW
Forest of Ka
Izondian Wall
Addakian
Northern Tropic
Plains of Izonda
Pelatan Shield
Addakian Sound
Postcataclysm
Equator
Jungles of Pelatan
Far-End Ocean
Aryptian Basin
Brasol Range
DAVANIA
Bay of Pelatan
Southern Tropic
Pass of Brasol
Halflings
30°S. OW
Ice Peaks
Precataclysmic Meridian
Varellya
Sea of Fog
Elves
The Wall of Ice
60°S. OW
Frozen Steppes of Vulcania
Antarctic Circle
150° W. OW
120° W. OW
90° W. OW
60° W. OW
180° OW
90°S. OW
E
(4,000 B

ATACLYSMIC MAP



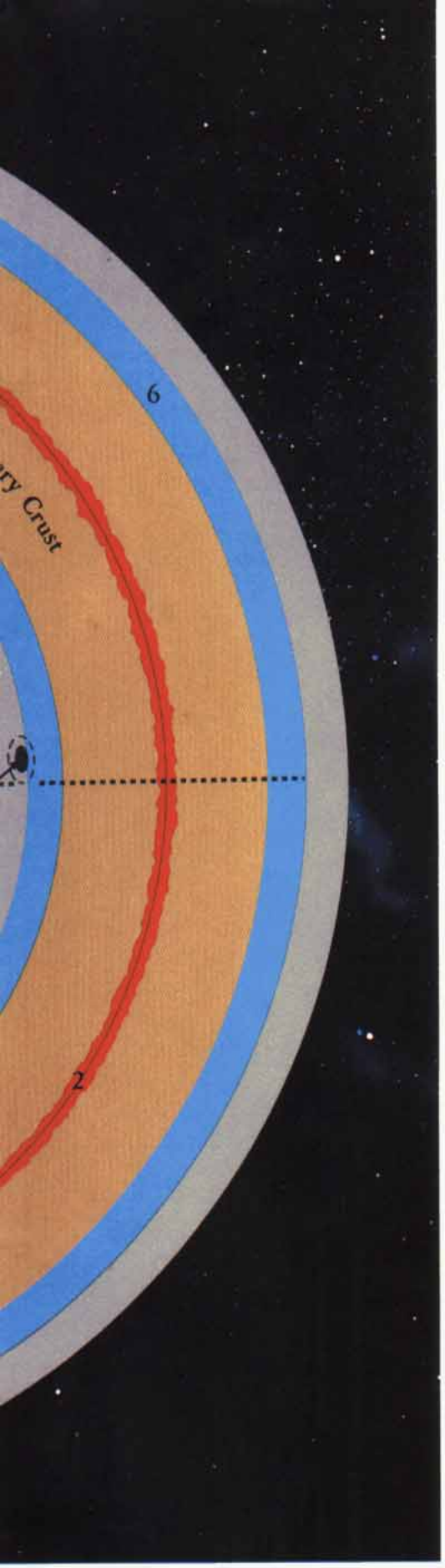
C.)

HOLLOW WORLD DIAGRAM



1. Anti-Magic Barrier
2. Lava Layer (World-Shield)
3. Sunless Area (Darklands)
4. Stormy Territories
5. Volcanos
6. Atmospheric Limits

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Regional Map Key


Palace


Battle


Plain


Castle


Naval Battle


Stepp


Fort


Mining


Swan


Tower or Keep


Volcano


Bog


Ruins


Mountains


Deser


Capital


Hills


Rock


City


Forested Hills


Badla


Town


Jungle


Barre


Village


Light Forest


Snow


Light House


Heavy Forest


Glaci

HOL
WO

, Clear Terrain

s, Grasslands, Veldt

p or Marsh

r Moor

t

Desert

nds

n or Broken lands

Fields

ers


Frozen Tundra


River


Plateau or Cliff


Road


Trail or Shipping Lane


Reefs


Major Waterfall


Greater Cataract, rapids


Medium Cataract, rapids


Lesser Cataract, rapids


Mountains


Steppes


Forest

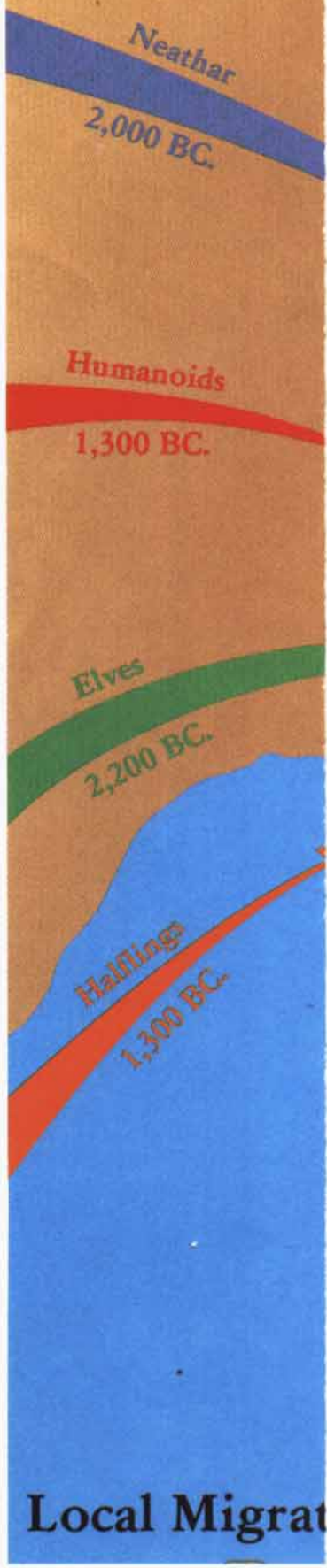

Rivers


Deserts


Frozen Tundra


Snow Fields

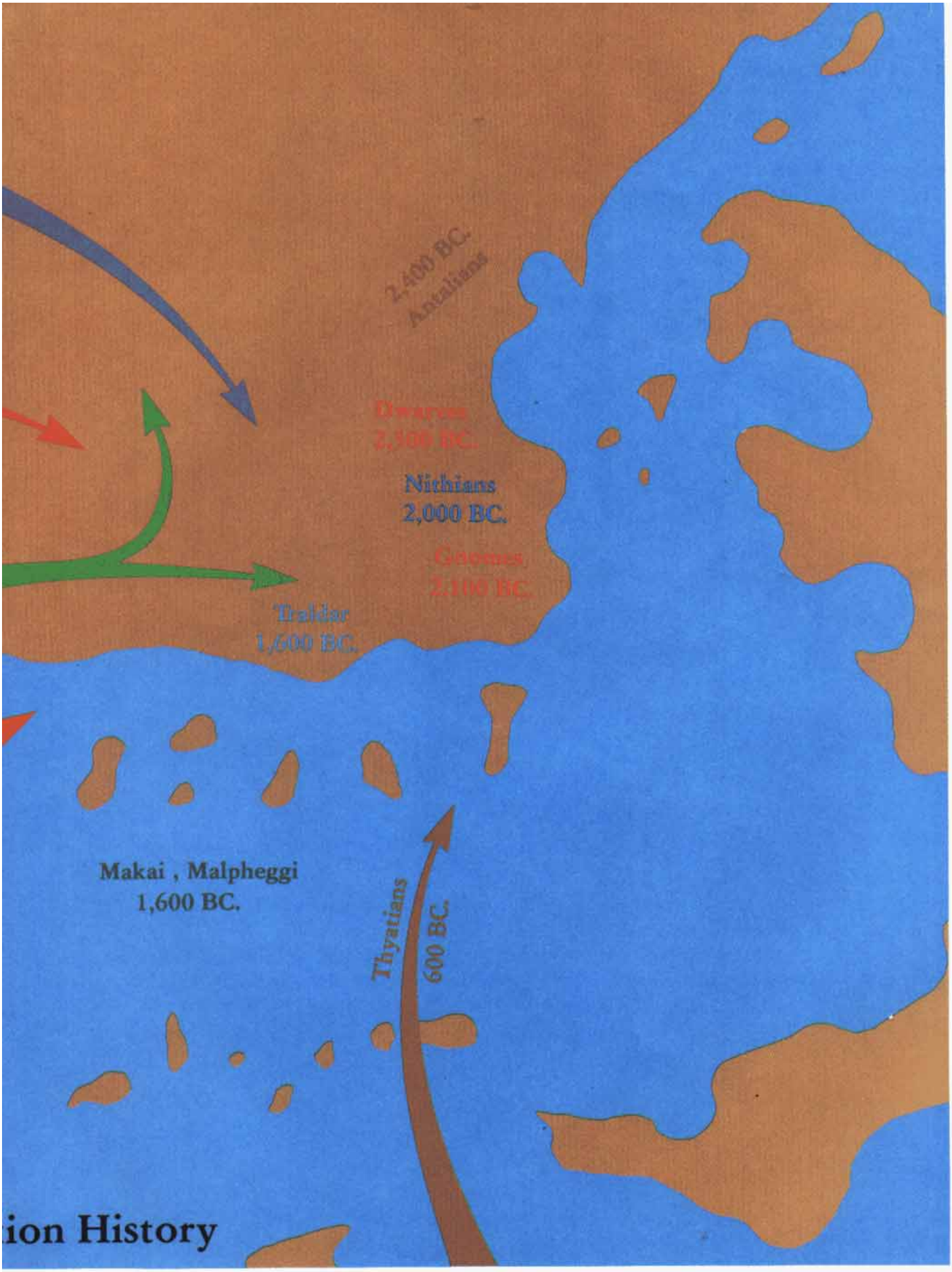

Sunless Area



L.OW

RLD

Local Migrat


2,400 BC.
Anealians
Dwarves
2,300 BC.
Nithians
2,000 BC.
Gnomes
2,100 BC.
Traldar
1,600 BC.
Makai , Malpheggi
1,600 BC.
Thyatians
600 BC.

ion History

1054

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HOLLOW WORLD

CAMPAIGN SET

by Aaron Allston

THE KNOWN WORLD: IT ISN'T FLAT, BUT IT IS HOLLOW!

Within the sphere of the Known World is another world, the Hollow World. There your characters will meet ancient Nithians, long disappeared from the surface world and thought extinct: Blacklore Elves, living in a magical valley and served by automatons—devices that take care of everything, from serving their food to trimming their grass: Azcans, terrifying, war-mongering natives whose taste for battle extends even into their favorite game—the losers always die—and many more. Monsters abound as well, from dinosaurs to aurochs.

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- A 32-page Adventure Book, containing several starter adventures and entries on the various monsters found in the Hollow World.
- Four full-size, full-color map sheets, showing the Known World and the Hollow World, and detailing the central, most populous areas of the Hollow World.
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